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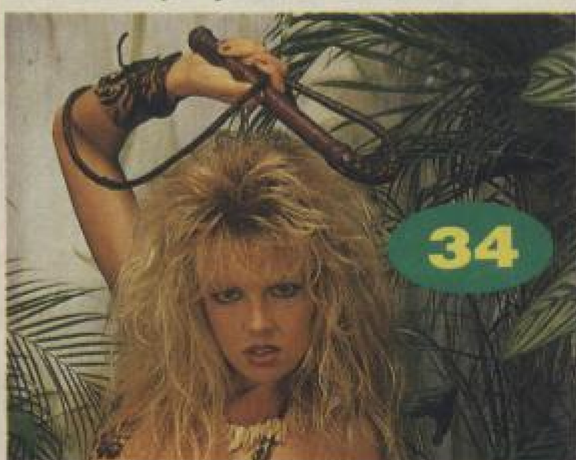
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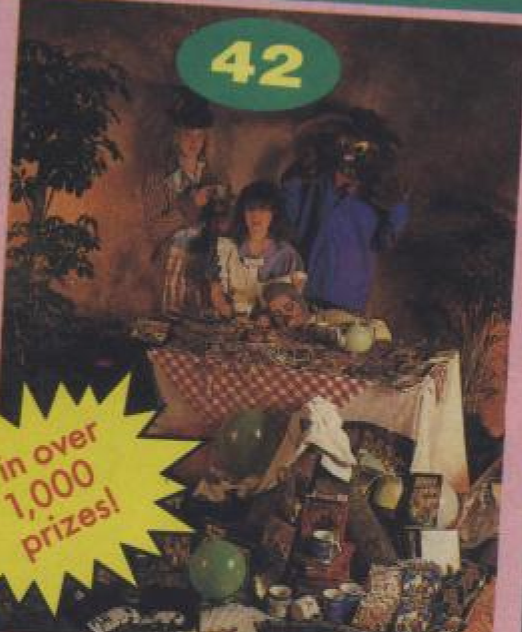
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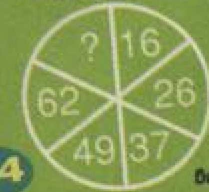
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"PHIL SOUTH ATE MY MOUSE!"



Quick, everybody jump onto a stool and wibble about screaming... Ho, ho. Sorry about that, folks. Only kidding. It's not a real mouse, but a Super Soaraway Nidd Valley DigiMouse. Yep, a real 100% British made mouse for the Spectrum range of computers. And to make up for that silly joke, we've got together with the distributors of the mouse, Capri Marketing, to make you an offer you can't refuse. If you send off the coupon below, you can get a DigiMouse for just £44.95, representing a saving of over £5 off the normal price. So just send off your money to: The News Of The Frontlines DigiMouse Offer, c/o Capri Marketing, 24a White Pit Lane, Flackwell Heath, Nr High Wycombe, Bucks HP10 9HR.

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YS COMPO



Ho, ho, ho. Look what happened to jolly old Richard Hallam of Bucks when he came along to the last Microfair... He was GOT by the *YS* Sticker Bandits. Just to make it up to him, we've made him the star of this great little compo. All you've got to do is count how many stickers you think Richard got slapped on his back, write down the answer on a postcard and send it to: *YS* Tricker Sticker Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. What? What do you win? Well, the person who guesses closest to the number of stickers that Richard peeled off his jacket will win the top five games, that is to say the games that are at the top of the *YS* Full Price Games chart on the closing date, which is May 31st 1988. Interested?

BIGGLES FLYS UNDONE!

What a beautiful day for sticking a piece of wire in your mum's best white scarf and saying "Take that Red Baron!" Yep, that madcap air ace Reckless Roger is at it again. Roger, 46, having shot down several billion huns during the jolly old war, is back in town for the annual Gee Bee Air Rally. Activision is covering the event, and its game of the same name should be out now, priced £9.99.



Chocks away, ginger!

SCOOP! FREE STICK-ON NIPPLES!

ONE TOKEN

Yes, it's that time again, time to collect the jolly old token for the final badge in the *YS* collection. If you've been saving tokens from the last three issues, by now you should have four tokens, (including this one) enough for all three badges in the *YS* collection. So collect all the four tokens together, and then send them to: **YS Badge Offer, *Your Sinclair*, Box 320, London N21 2NB**, clearly stating which badge you want from **Wagga Wagga, Brainblending, OO-ER**, and just plain ***Your Sinclair***.

(Incidentally, if you missed the tokens printed over the last three months, why not get a back issue or two? Ed)

SAUCY VICAR IN SAUSAGE QUICHE SCARE

Destiny Software is mounting a brave quest to find the yeti, that elusive inhabitant of the Himalayan mountain range. Its one man party, consisting solely of Francis Lee, 47, set off from Basecamp Hatstand in the little Nepalese town of Gorlookadabrainsonat on the 1st of April. It's not by chance that launch of Destiny's Yeti game, a scrolling shoot 'em up. According to Chris Bonnington, 26 (and the three bears),

Seriously though, Bonnington's team does plan to find the Yeti and film it for posterity, and this newspaper wishes them every success.



EAGLE EDDIE PUT SISTER IN TUMBLE DRYER!



NAWTY NAKED COPPER

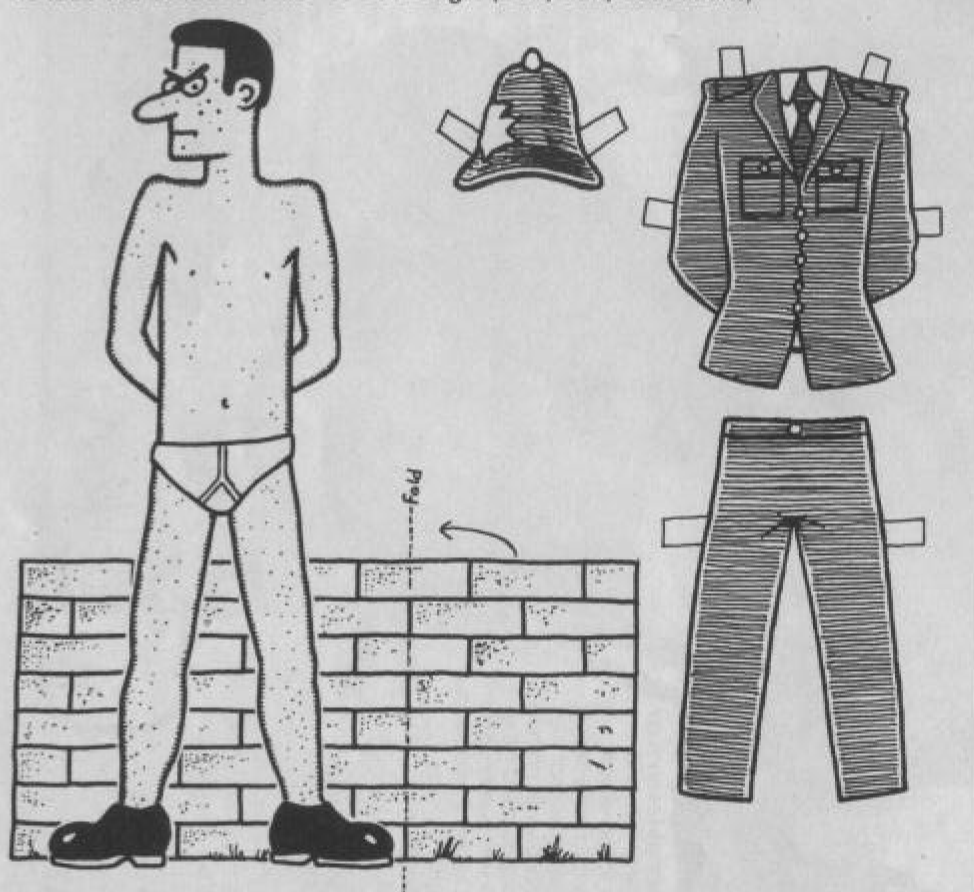
EXCLUSIVE!

You bet you are!

NAWTY NAKED COPPER NICKED

EXCLUSIVE!

Help the Joke Police wipe out bad jokes with this exclusive *News Of The Frontlines* cut-out of the pride of the force, Constable Letts B. Avenue. Cut out the copper, (if you're using a sharp pair of scissors, a scalpel or an oxyacetylene torch to do this, get an adult to help you,) and dress him in his very smart uniform. And before you can say "Ello ello ello, wot's all dis den?" intrepid PC Avenue is ready to face the dreaded Thief Of Bad Gags. (Dan, dan, daaaaaan!)





"You spin me right round, baby, right round..." Ah! Yes! Here we see the winner of the recent Tynesoft Olympiad '88 compo, James Yerkess, enjoying his prize holiday in Calgary at the Winter Olympics. Although he said that it was a "once in a lifetime" experience, he was disappointed that he didn't get to meet Eddie The Eagle. Lucky beggar!

80,368!

We're on the up and up!

Yep, our official circulation (for July-Dec 1987) passed 80,000 for the first time. That makes us the second bestselling Spectrum mag, and the fastest growing computer mag overall! Ripper, eh? And it's all thanks to you! (Who, me? A Reader) Yes, you. Well, and the other 80,367 . . .

the expedition coincides with the launch of Destiny's Yeti game, a scrolling shoot 'em up. According to Chris Bonnington, 26 (and the three bears), the leader of the *official* Yeti expedition which set off a week earlier, the Destiny attempt is nothing more than a publicity stunt, adding that Lee was actually going the wrong way, and should reach British Coastal waters sometime in mid Summer if he continues un-checked.



Trainspotters Through History

One of the World's Greatest Ever Trainspotters reveals his hideous habits with rampaging monks, only in *News Of The Frontlines*. And now for....

14: Jonathan King



"Hello, it's me. Jonathan King, with a new series of This Is Rawk 'N' Rowl, featuring all the best in modern music. In tonight's edition we've got the hottest new videos from that truly brilliant band Bop Till Ya Drop Sucker, plus Huey Lewis And The News, Pat Benatar, Asia, Toto, Journey, Styx, Boston, and a few clips from the most recent world tour of REO Speedwagon from their excellent sellout gig at the Femtobowl, Florida. What a great show, and as usual in our policy of bringing you the best in musical entertainment, not a British or even half decent band in sight. So without much further ado, let's get on with the first track, and afterwards I'm going to make a few snide comments about types of music other than American AOR, okay?" Krrrannnnngg- ggggggg! Wail! Simper! Wanga, wanga! Screech! "Great! Who says Brits make the best music, eh? What the people want is loud derivative rawk music, with no spark of taste or originality, simpering lyrics sung by men with girly haircuts and suntans, and talentless poutacious girls singing about how their father reminds them of Eddy Cochran... and all introduced by a man who talks out of the corner of his mouth and wears silly hats... hah, hah, hah, hah... stupid really..."

Fizzers

• SCOOP! SCOOP! Our rumour mill tells us that there have been a few interesting regular visitors to the Amstrad building in Brentwood recently. Most interesting are some of the key people involved with Sir Clive's LOKI project, the advanced 16 bit Sinclair machine that was under development before the company were bought by Big A . . . and these are production people, mind, not just ideas men. Educated speculation predicts the appearance of a new computer bearing the Sinclair name, especially as the people involved are, strictly speaking, Z80 specialists, ruling out another Amstrad labelled machine. Other sources suggest a possible games console machine, in direct competition with the Mastertronic/ Sega Master System, perhaps even using Amstrad's favoured 3" disk! Watch this space for more information regarding this exciting prospect in the coming months.

• The Power House is doing its usual Stock, Aitken and Waterman impression, and have released details of two forthcoming releases from their own little £1.99 'hit factory.' First comes *Dervish* by John Keneally, a game of 'magic, mysticism and spells' where you play the part of a poor unfortunate person 'travelling through the 8 levels of awareness to reach the upward path.' (*Huh? Ed*) Also we have a game gloriously entitled *Disposable Heroes*, an adventurous shootemup, featuring clashes with the weird creatures underneath a futuristic city, like The Mega Garbage Beings. (*Double huh? Ed*) Disposable was written by Grant Jaquest who did *Cyrox*, *Oddball* and *Schizo*, and promises to be his best yet.

• Ocean is not hanging about this summer either, with the announcement that it's got the license to produce the conversion of *Operation Wolf*, the chart topping coin-op. Not only that, but there's a sequel to the fabby *Renegade* called, deftly enough, *Target Renegade*. In this brand new two player game, friend Renegade's brother, Matt, was investigating the evil Mr Big when he got wasted. Now Renegade's gunning for the Big Boss, and it'll take all his martial arts skills to do it. The journey takes him through the Multistorey Car Park, The Street At Night, The Park, The Shopping Mall and finally to Mr Big's Bar! All the old favourite villains are in the game, plus a few new ones like skinheads and beastie boys. As well as this, you can pick up and use weapons dropped by the baddies. Take that, creep!

• Cardex, more famous for its word processing software, (stop yawning at the back!) have just produced a Desk Top Publishing suite of programs. This allows you to do page make up and produce Newsletters and fanzines with the minimum of fuss for the maximum effect. (*Watch out for the full review of these programs in a future* Rage Hard *column. Ed*)

• Hewson is pleased to tell us that due to recent publicity for Heathrow's air traffic controllers, Mike Male's simulation program *Traffic Control Simulator* has been selling like hot cakes. (Or should that be hot engine casings?) So, why not leap out and buy Heathrow International Air Traffic Control, and crash planes all over the shop?

• Are ALL the best coin-op conversions coming up from Activision? It certainly seems so, with number one chart topping titles like *Afterburner*, *R-Type*, *SDI* and the new pinball hit *Time Scanner*. If they make as good a job of them as they made of *Karnov*, it's gonna be a rip roaring summer of corky coin-ops. *Afterburner* is the biggest arcade game of the last year, and is the best flight/fight simulator. It's been said that *Afterburner* can't be converted to a home computer, but Activision promise that it will be totally faithful to the original and are aiming for the number one slot on the game's release at Christmas '88.

FUTURE SHOCKS

Yes, it's time once again to peer into that *YS* crystal ball and see what's in store for mankind. So what have we here? Reagan and Gorbachev renounce all nuclear weapons... Charlton Athletic win the league... England beat the West Indies... Code Masters release an innovative game. No, there's got to be some mistake here... Do not adjust your set...

THE DARK SIDE

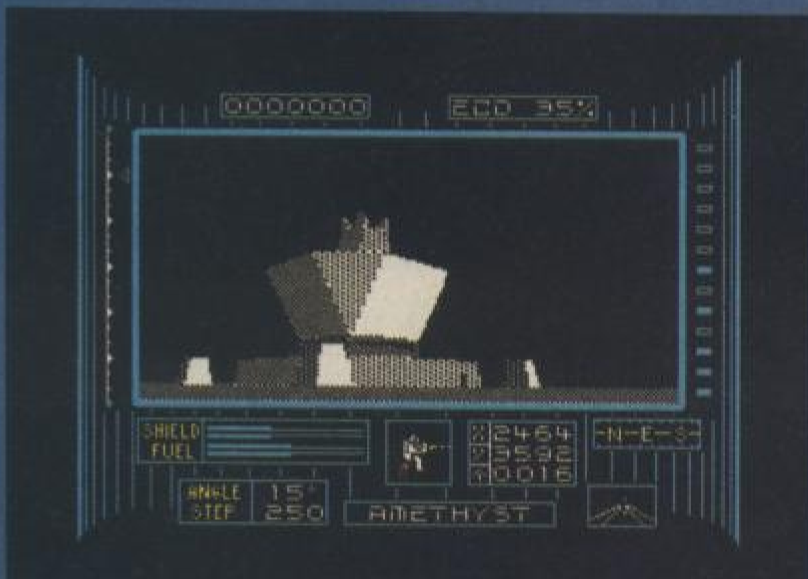
Or in other words, *Driller II!* Yes, Incentive's next Freescape game is on its way, faster than a speeding bullet and twice as shiny (*Eh? Ed*). Much has been written of Freescape and its ground-breaking, 3-D solid brillness, and *The Dark Side* looks to zap up the formula even further. 200 years on from *Driller*, the Ketars finally plan their revenge. And it's not a bad little plan, by any account: for on the dark side of Evath's other moon, Tricuspid (love these names!), a massive weapon has been built, its sole purpose to atomize Evath. That should sort out the goats from the weevils.

The basic idea is to stop the Ketars getting their way. Being a Freescape game, of course, there are tons of sub-plots — along the way you have to destroy the Plexors, find your way through the moon's intricate tunnel system and disable the Energy Matrix. And why not?

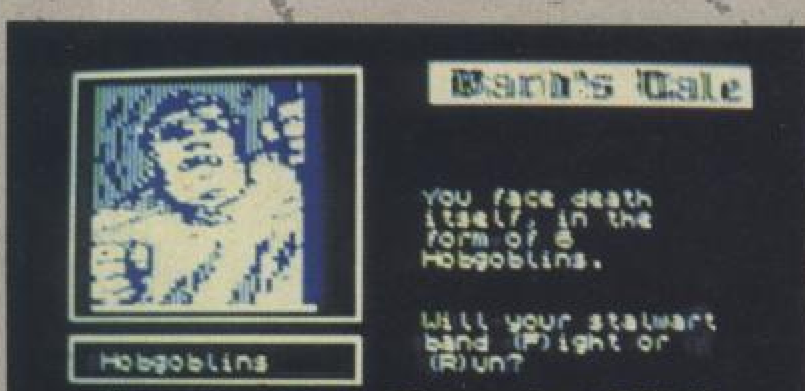
Fortunately you're equipped with loads of bits and bobs on your spacesuit to give you the best chance of success possible —quad laser, protective plasma band and a jet power pack for those awkward let's-get-out-of-here-fast-before-I'm-turned-into-so-much-peanut-butter moments. The moon, it turns out, is entirely covered by this energy matrix doodah, which is silently gathering power for the final assault on Evathkind.

Good stuff, and the Speccy version will be available in May, at £9.95 for cassette and £14.95 for disk. Cool

PREVIEW OF THE MONTH







The BARD's Tale

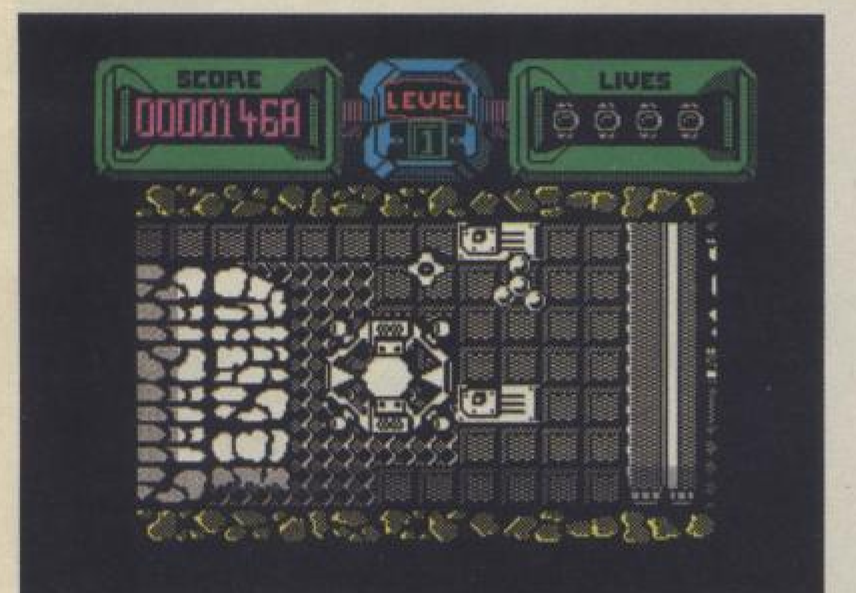
We're bard, we're bard, we've made this joke before . . . whoops. So what are we looking at here? Yes, Lecky Arts is back again. To quote a man in a suit who works for them, "*The Bard's Tale* is an all-encompassing fantasy role playing adventure that is enormous in entertainment appeal." Eh? "By the way, do you like my suit?" Go on. "Three dimensional scrolling streets and mazes have been enhanced with the lifelike animation of every character and every creature in this new version." Fortunately we found the off-switch just in time. So it seems we're talking magic here — wizards, spells and warlocks (fill in usual joke here). It's been HUGE on the ST and all those expensive machines that break down all the time — can it make a similar impact on the Speccy? Well probably not, but we're looking forward to it anyway. *The Bard's Tale* will be £8.95 on tape and £14.95 on disk, and it should be aht nah.

FUTURE SHOCKS

THE FLINTSTONES

Yabba dabba, er, doo. Hey, haven't we seen this before? Well, there was a game based on the Flintstones some time ago from Argus (on its Quicksilva label), and it was, well, awful. Abysmal. Deeply crap, in fact. But now some bright spark at the reborn Grand Slam Entertainments (crazy name, crazy guys), has thought, "Hey wow, we've got this really wazzy licence and a really dismo game — let's do the game again and pretend the first one never existed!" Good idea, guys! And here it is, programmed by those talents at Teque — the development company that Peter Harrap and Shaun Hollingsworth set up when they left Gremlin, and authors of both *Terramex*, (cheers) and our very own *Moley Christmas* (even bigger cheers). And it looks rumpy, dunnit? This bit's the first of four subgames, in which Fred has to paint the room and babysit Pebbles, before Wilma will let him go out bowling with Barney. It'll be out at the end of April (dunno the price yet), with tunes by Ben Daglish and graphics by Teque newcomer, Mark Edwards. Yo, ho!



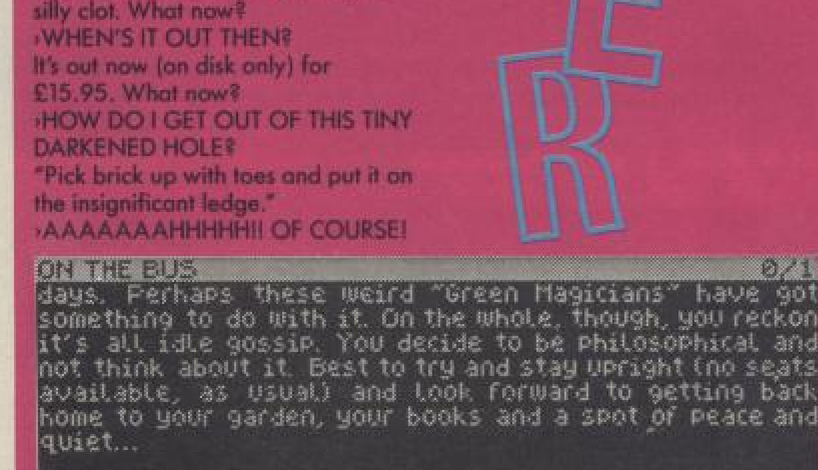


Wor, is that the time? Last bus should be along soon. Although it won't be for you, seeing as you have been miniaturised and placed inside an atomic bomb, which itself has been planted in Moscow by loopy Shi-ite Moslems. Not only are buses notoriously unreliable in Moscow, but you might find it quite tricky to climb up onto the platform when you're only a femto-inch tall. But never mind — you can always play *7 Minutes To Midnight*, the latest release from Destiny. This one's been written by John Bigelow, who's not terribly well known, but that's because nobody's heard of him *(Eh? Ed)*. The idea is to shoot all the electrons before they hit the sides and spark off a chain reaction. Aaargh! Fortunately there's eight-way scrolling and some tophole graphics to help you out. This one's out in May and it'll cost you £8.95.

7 Minutes To Midnight

JINXTER

You are in a tiny darkened hole with your wrists strung tightly together behind your back. Any attempt to move only makes the leather thong bite more deeply into your flesh. You try to shout for help, but realise that your vocal cords have been removed by intricate micro surgery. You hope there will be no scar. What now?
›LEFT
You move a femto-metre to the left and the thong bites, as you were told, into your flesh. If you could scream you would: instead you blink in agony. What now?
›TELL THEM ABOUT *JINXTER*
It's a new adventure from Magnetic Scrolls, which, as we all know, has a fine reputation for bringing out brilliant brain blenders. We see no reason at all why *Jinxter* should be an exception to this rule. What now?
›WHAT HAPPENS IN THE GAME?
How would we know? You don't find out until you play. That's the whole 'point' of an adventure game, you silly clot. What now?
›WHEN'S IT OUT THEN?
It's out now (on disk only) for £15.95. What now?
›HOW DO I GET OUT OF THIS TINY DARKENED HOLE?
"Pick brick up with toes and put it on the insignificant ledge."
›AAAAAAAHHHHH!! OF COURSE!

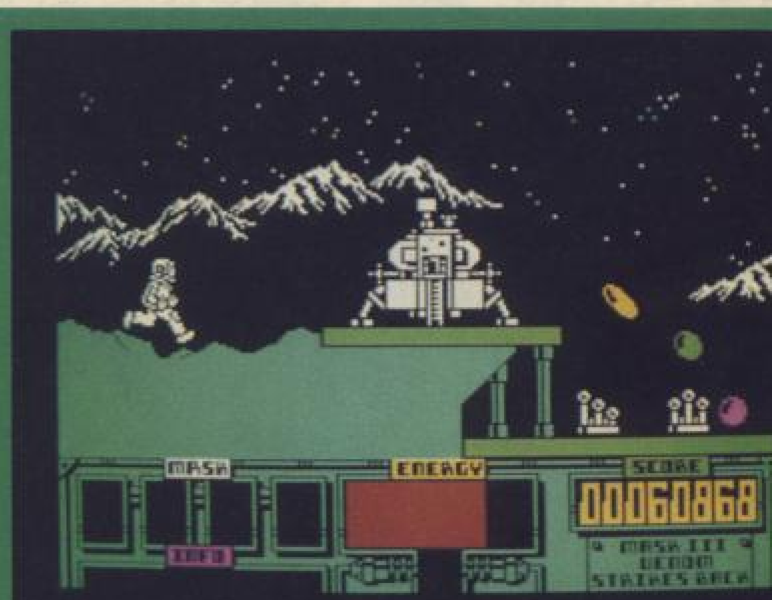


FUTURE SHOCKS

VENOM STRIKES BACK

First of all there was *Mask* (yay), then there was *Mask II* (yay, yay), and suddenly there's *Mask III* (yay, yay, yay), except there isn't, because it's actually called *Venom Strikes Back*, but you know what we mean.

You get to play Matt Trakker, burly leader of the incredibly macho Mask team, who at start of play have just received a bit of bad news. It seems that Miles Mayhem, sagacious leader of arch enemy Venom, is just a trifle miffed about being defeated right, left and centre, every time he decides to take over the world. And guess what he's done? He's only gorn and kidnapped your son, Scott. And where is he holding him? On the moon gor blimey, so it's time to don your pervy 'space trousers.' There's one small prob though — it seems that none of the Mask vehicles are capable of space travel (what a weedy organisation, eh?), so you've got to break into the Venom base and steal their rocket. Easy peasy, especially as the silly clots have left loads of fuel canisters lying around, just crying out to be picked up. Destroy the buildings, zap the guards, jump in the rocket, mirror-indicate, manoeuvre and blammo — you're headed for the moon.



Venom Strikes Back/Mask III should, according to Gremlin, be on the streets by the end of March. And the pocket damage? £7.99, matey.



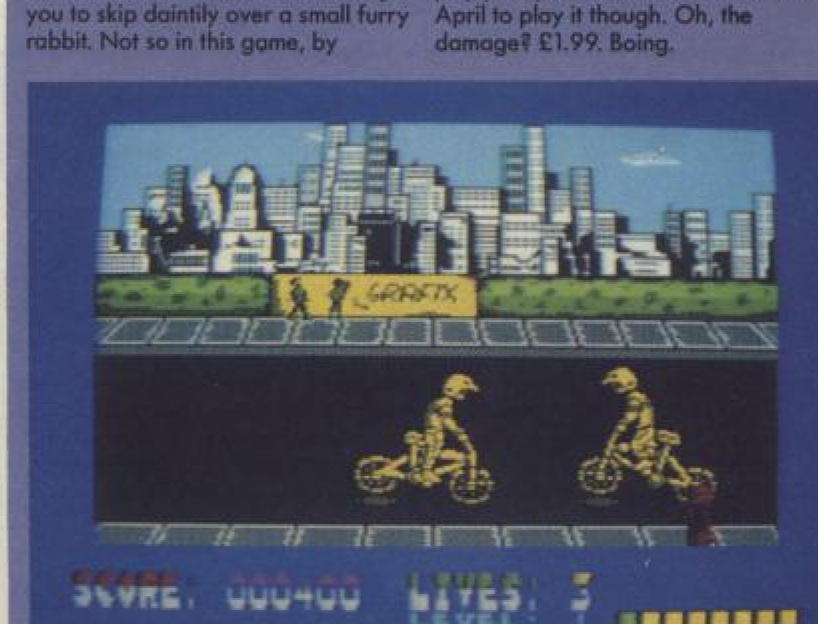
BIONIC COMMANDO

We can re-build him. We have the technology. He'll be better, stronger, faster. He still won't be able to act, of course, but who's counting? But hang on, this isn't Lee Majors, it's the first fruit (squelch), of the coin-op deal that Go! signed up with Capcom, and from our initial butchers (be cheerful out there), it looks as though it's going to be a winner. Although not finished just yet (the graphics need to be tarted up), *Bionic Commando* is clearly part of the back-to-colour-and-who-gives-a-monkeys-about-attribute-clash movement, that recently spawned *Karnov*. Loads of action, mucho scrolling, and a landscape that owes not a little to *Jack The Nipper II*, we thunk. Anyway, it should be out shortly, and the score, John? £8.99, chief, or to you, since you're a mate an 'that, £8.99. Awight?

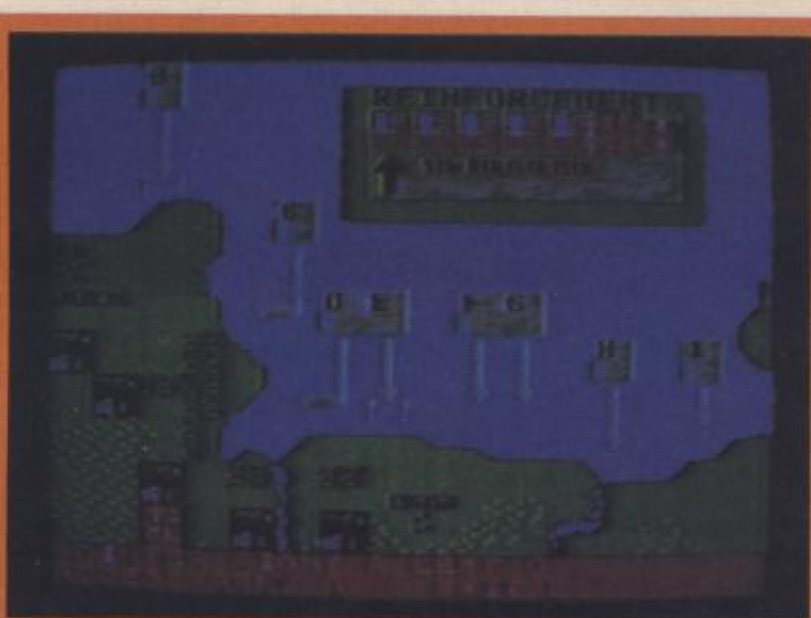
Ninja BMX

Well wobble our wibblesticks, if this isn't a rum turn-up for the books. BMX-ing, one of the oldest and most gentle of sports, transformed before your very eyes into a vicious thwack-contest! Is nothing sacred? Alternative Software appears to think not, clearly. We remember the days when the 'bunny hop' manoeuvre entailed a gentle tweak of the handlebars and a snoozesome back-thrust on the pedals, enabling you to skip daintily over a small furry rabbit. Not so in this game, by cracky. The humble 'bunny hop' is now a combat tactic. So is a wheelie, so is a back-flip, so is . . . er, well, we've run out of BMX terminology actually, but you grasp the basic concept, n'est-ce pas?

Your assailents/victims in this bicycluary hoo-ha, are skateboarders, other BMX riders and (gasp), ninja scooters. Worra punch-up, and judging by the screen shots, jolly pretty too. You'll have to wait till April to play it though. Oh, the damage? £1.99. Boing.



FUTURE SHOCKS



OVERLORD

Eeeeeooooowwwww! Ack, ack, ack, ack! Ker-booom! Pow! Ack, ack, ack, ack!

"Crikey, Algy's copped one in the leg Sarge. What'll we do?"

"Tell 'im to pretend 'e's a tree blowing in the Autumn breeze."

"You what sarge?"

"You 'eard, Corporal; a tree. We are the entertainment corps."

"But sarge . . ."

"And you, Corporal, are a small hamster preparing for hibernation."

"But sarge, we're under attack!"

"You what??"

"They're throwing everything they've got at us!!"

". . . Blimey! Quick lads, everyone back into the sea!!"

Overlord, from CCS, is a strategic replay of the allied invasion of Normandy in 1944, in which you get to play the British, American and Canadian armies (the invaders), while the computer plays the dreaded Hun. The action takes place on a large scrolling map, with varied terrain and lots of other brillo bits and pieces for the strategy buff. Due out at the end of March, it'll set you back £9.95. Keerpooww!!!

"Sarge . . . I can't swim!!"

"Don't worry, Corporal, at the moment I'm pretending that Algy's a twin-hulled, 516 bhp 'Seaspray' powerboat."

Cyberknights

Q. What's the difference between a sausage and a banana tree?
A. Crikey, I wouldn't lend you my pencil.

Which leads us,.very smoothly we thought, into the world of the Cyberknights (taraa, taraa).

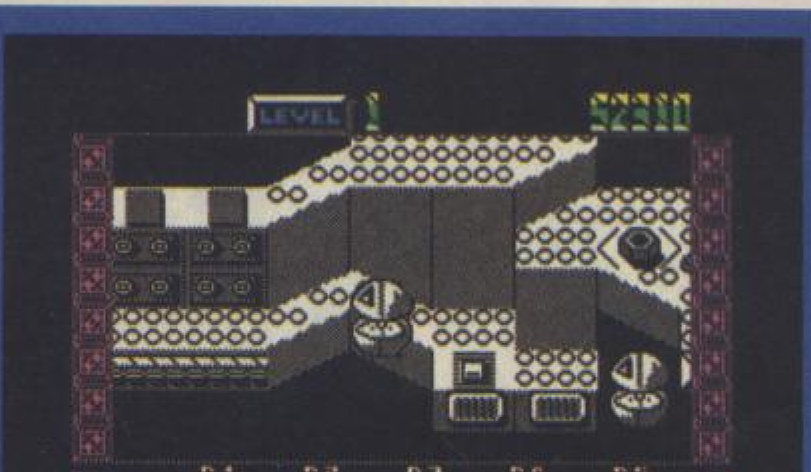
CRL brings you the fight of a lunchtime(?) with this one-player-against-the-computer, or two-players-against-each-other, gladiator game. (Phew! Catch those hyphens!) The gladiators in question aren't human warriors. No indeed. They're robots by jingo. In the large four-way scrolling cavern, it's up to you to find and take on the lethal Cyberknights. Fail in your fight to the death and you're, er, well, you're dead actually. However, conquer the fiendish droids and you'll be awarded lotsa dosh. Oh, and there's another part to the program — yo,yo,yo — a design-a-droid bit. Stick all yer favourite fluffy bits and pervy bits together and voilà: a fluffy Perv-bot to take back to the main arena. Ho, Ho. How can you possibly lose?

You'll be able to get your yods (Arabic for hands — don't say we never teach you anything) on *Cyberknights* in April, and it will cost one hundred shekels, a goat and a donkey or £7.95, depending on what you happen to have in your pockets at the time.



DIAMOND

This John Bigelow cove's a busy bee, 'cos here's his second game for Destiny in as many minutes. Another shoot 'em up, and also with eight-way scrolling, this one needs a little more brainwork than *7 Minutes To Midnight*, set as it is on a space station, with lots of prisoners trying to escape. A brief look at the demo shows great possibilities — try and think of an 8-way *Uridium* with problems to solve, and you wouldn't be far off the mark (*Who he? Ed*). May is the likely release date, with £8.95 the price. Looks spiffy, huh?



AND NEXT MONTH

The first of the summer's games, including (we hope) *Impossible Mission II* from Epyx, *Beyond The Ice Palace* from Elite, *Double Dragon* from Melbourne House, *Dustin* and *Phantys* from Dinamic (via Ocean), and *Starring Charlie Chaplin* from US Gold, not to mention *Road Blasters* from Go! Not a bad line-up, but how many will we actually see? Answers on a postcard...

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS *badge.*

UNDERTAKERS LIB

It has been brought to our notice that certain members of your staff have been attending quite a few of our funeral ceremonies recently. We do not mind this, nor do we object to them cheering, as they usually do, when the deceased is being lowered into the ground. The throwing of crisp packets and beer cans at the priest as he reads the last rites is also acceptable.

What does annoy us, however, is when your staff break our few and very simple rules, as follows:
1. Do not rest your drink at the wake on the deceased.
2. Do not attend the funeral straight from work if you are employed by the Tarzanagram company.
3. Do not use stilts to get a better view of the ceremony.
4. Do not, at the reading of the rites, play with your frisbee™ or anything else for that matter.
5. Do not slip the organist a fiver saying that the deceased's favourite music was 'Girls Just Wanna Have Fun.'
6. Do not try to cheer up the mourners with a hand-puppet of the deceased.
7. Do not send your condolences to the grieving families via Bellydancergram Inc.
8. Do not use the pall as a handkerchief.
9. Do not attend open air funeral services in a hot air balloon.
10. Do not wear your Sony Walkman if you are one of the coffin-bearers.

Thank you for your co-operation, and we look forward to burying you in the future.

Rick R Mortice and Lee Morgue
Gravesend

You can't play frisbee with a budgie! **Ed**

BANANAS

Several small but nonetheless important points:
1. Regarding *Play For Your Life*. Good grief! How low can you get? A truly tedious unplayable game if ever I saw one.
2. Jon Denver, don't even think about working for YS when you can work for me for only £50 a week — a bargain.
3. If you must send me a badge, could I have a banana-flavoured one please?
4. If I say a rude word or suggest a less than proper act *(Eh? Ed)* does this guarantee me publication (as 20 percent of March's letters contained such things)?
5. Why not print ALL competition coupons on the reverse side of adverts so I don't have to fiddle with a photocopier or shred an article when I enter them?
6. Instead of a badge, gloriously displaying the superb YS logo in magnificent colour, the pride of any Speccy loving reader *(Yes, yes get on with it. Ed)*, could I have a boring old PLUS D interface, with printer and disk drive? My heart's not what it used to be — all the excitement of receiving a badge might be too much.

How many is several? Six'll do, anyhow.

Andy Bentley
Newport, Isle of Wight

1. You obviously wouldn't know a good game if it came up and bit you. What do you think of this month's exclusive cover game? 2. No comment. 3. I'm afraid we've run out of banana — will kumquat flavour do? 4. We're printing your letter so the answer's obvious. 5. I'm afraid we can't always print competitions on the back of adverts because of where the colour pages fall in the mag. 6. No! Your badge is on its way! **Ed**

OH NO NOT AGAIN

I have been so incensed by an article in the February issue of *Your Sinclair* that I would like this complaint noted.

My son is an avid computer player and buys several computer magazines, and I have never felt that I need check the contents of these magazines.

But whilst reading the *Letters* page in the February issue, I found the article titled Star Perv most distressing. This type of smut one would expect to read in the more seedier magazines which are mainly displayed on the top shelves of newsagents out of the reach of younger readers, and which I would certainly not have in my home. Do you realise that children of the age of 10/11 years old buy this magazine?

Could you explain to me what relevance your attire has to do with computers? I found your reply just as disturbing as that awful letter. Innuendos such as were printed, I can do without having to explain to my son.

Does it mean that the filthier the letter, the more chance of having it printed or receiving a free game?

N McHarg (Mrs)
Glasgow

Certainly not! The whole point of innuendos is that older readers who understand such things will get the joke, whereas younger ones will not even realise there is a joke. I'm sorry you were offended — but if your son didn't understand, there was nothing to explain. The magazine is aimed at a slightly older age group, though I'm aware younger children read it, which is why we don't print anything explicit. **Ed**

DEAR MARJE

I am writing to you hoping you will be an agony aunt. You see it started about three years ago. First one friend, then another succumbed and eventually I was surrounded.

In mid-September 1985 I took my first train number, and it didn't stop there. It gained momentum; I was busy with my pad and pen all the way from Lincoln Central to Kings Cross, frantically scribbling numbers of class 37s, 47s, 31s and more as they sped through Peterborough at 100mph.

I have tried everything to stop this dangerous disease, and computers have helped but I'm still not rid of this terrible affliction. I ask myself: why me? You are my only hope. Hear my plea...

31267, 61238, 38061 (at Doncaster open day). Could you endure such torture?

Karl Bunyan
Longworth, Lincoln

You've really gone off the rails, haven't you dear? I'm afraid you're past help now that you've entered the latter stages of this progressive disease, commonly known as Thomastankitis. The only advice I can give is to turn to Street Life and have a look at the Top Ten Trainspotting Stations. At least then you'll be able to meet people of your own age, even if they do talk about sleepers, bogeys and Casey Jones. **Ed**

DOODLEBUGS

Hit us with those doodles, crazy cats! Send anything fit to print to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. Remember to use black ink and unlined paper! There's a prize of a new game (plus a badge of course), for anything we bung in.



This month's doodle comes from Mats E Sjöblom, from Hägersten in Sweden. He explains that he would have written to us with *Tasword*, but his Speccy has a Swedish keyboard...

Letters

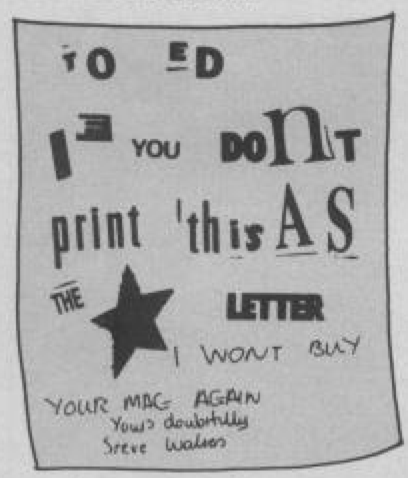
PISCES AGAIN!

Would you please send me or print the hex dump for Simon Hobbs' *MegaText*, as I have a large lump of salmon spread on mine, making it unreadable. Either that or put me in touch with Hobbsy! I am very poor so can ill afford the enclosed £20 bribe, and therefore cannot send a sae. But if you print this you can look forward to my sub (nuclear, of course). My three fave games are *Inside Outing*, *Out Run* and *The Sentinel* (big hint).

Tony Allen
Poole, Dorset

Sounds a bit fishy to me! Luckily for you Phil just happens to have a copy of Simon's hex dump, even though his is covered in peanut butter and chocolate spread. Still the hex dump's okay! Anyway we'll be sending you a copy forthwith. **Ed**

ESTHER RANSOM


TO ED
I YOU DONT
print 'this AS
THE ★ LETTER
I WONT BUY
YOUR MAG AGAIN
Yours doubtfully
Steve Walters

I won't be bribed. This isn't the Star letter so ner! That's life I'm afraid! **Ed**

HATSTAND, FORSOOTH?

Whilst strolling through the dark forests of absolute nothingness, I discovered a rectangular formation on the sodden floor.

I clasped this object in my hand and studied it for a while. Written in daft runes were the words "There is a cornfield situated at Layer-de-la-Haye." These words confused me and I sat on a conveniently positioned guitar string. Once I had plucked up the courage to move on, I came to a bridge where a man of gnome-like origins snorted and sniffed.

"Tickets please...!" were his undeveloped words. I gave him a piece of cheesecake and said, "Are you a member of the Continuous Noise Through The Night Society?" The man disappeared in a puff of confessions, and I aborted this letter.

The Kloque
Chelmsford, Essex

Are you all on a boat trip or something? I've heard pilchards enjoy the fjords in spring but only if accompanied by a clown playing a mandarin. But give me banana souffle on a paddle boat in Cleethorpes, and I'll never sing 'Ma He's Making Eyes At Me Again'. **Ed**



TRAINSPOTTER AWARD

TIME FOR BED

I claim the Trainspotter's Award. In issue 26 (Feb), on page 61 is the subs page. In the small bit of writing about *Rastan Saga* it says the coin-op's by Sega while it's by Taito. It's even printed in the picture and the advert! Now I'm not blaming you, Ed of all Eds, but could you get your staff to either (1) go to bed earlier, or (2) do something called reasurch (sic).

Chris Pieri
Sheppey, Kent

I'll eat Ermintrude if my name ain't Zebedee! You are absolutely right Rastan Saga *is indeed by Sega, sorry Taito. I've decided to make the staff go to bed early 'cos I don't know what reasurch is.* **Ed**

SPROUTFUL?

March ish... page 72... *Jet Bike Sim*... Tony (Lorra Laffs) Worrall... "Like motor boats without wheels"... Huh...? Funny farm... Trainspotter Award... Nuff said...

Andrew Lyons (alias Vermin The Sprout)
Hanwell, London

For the life of me I haven't the faintest idea what you're drivelling on about. But since greens are good for you I'm sending you a Trainspotter Award anyway. **Ed**

DIDDUMS

I have just read in the March edition, the winners of the Moley Christmas competition. Well, I don't win many (if any) competitions, but when I read that only seven people had completed the game and I wasn't one of them, I became furious. You said you only had seven correct entries. Well, why wasn't I mentioned? I completed the game and sent it in way before 9th December. I even described the Christmas tree and the message 'Merry Christmas from Monty Mole.' So please can I have three games like the other runners-up?

B Swinscoe
Plymouth, Devon

Wrong again, I'm afraid, Mr Swinscoe (or can I call you B?). We had rather more than seven entries — hundreds, in fact. But prizes were only given to the first seven entries we received, all of which arrived on 9th December. If you did send yours in way before 9th December, your ESP powers must be remarkable, as the mag was not on the streets until 7th December. Even so, your entry hadn't come in by then, so tough titty, me old mate.

Marcus *But you can have a YS Badge.* **Ed**

THE TERMINATOR

Recently I went to the ZX Microfair in Victoria, London. I went mainly to buy games, but luckily I stumbled across your stall. When I got there you were showing *Batty* as featured on your brill mag. You were using a grenade-style joystick, and ever since I saw it I have been trying to find one the same, with no luck. Please, will you tell me where it came from and how much it cost. Thank you.

William Austin
Ross-on-Wye, Herefordshire

Anything to oblige. This rather daunting looking joystick is called The Terminator and you can get it from Robtek, Unit 4, Isleworth Business Complex, St John's Road, Isleworth, Middx TW7 6NL, priced at £19.95. **Ed**



JIM'LL FIXIT

Dear Jim,

Please could you fix it for me to have a letter printed in *Your Sinclair* magazine.

Thank you very much.

Richard Pelley
(age 2½)
Westbury-on-Trym, Bristol

Now then, now then, now then. Aren't you a clever little lad for a two year old. I could fix it for you to read the six o'clock Russian news, have a weekend away at Buckingham Palace or go to the moon, but I'm afraid I can't fix it for you to get a letter printed in Your Sinclair. **Jimmy Saville** *Yowser, yowser, yowser. But I can!* **Ed** *PS I can also fix it for Jim to have a new wig.*

PRICELESS

I am writing to thank you for the brilliant badge you gave away in the February issue. I will look forward to the next edition so I can get the next token.

But why did you put on the Feb issue 'Still only £1?' Is YS going up in price? I should hope not. It takes me two weeks pocket money to buy it.

Francis McMillan
Corsock, Castle Douglas

We put on the Feb issue that YS is still only £1 because some other Spectrum mags have increased their price. But rest assured, we won't be going up in price as far as I know. Although, as you've probably noticed, this issue is £1.50 but that's 'cos we've got a mega-amazing tape on the cover. **Ed**

PRIZELESS

STAR LETTER

Whatever you do, don't give the Star Letter winner any games.

Richard Pelley
Westbury-On-Trym, Bristol

I won't. **Ed**

IT'S DEAD JIM

Just a letter wondering when *Star Trek* is out as I was one of the YS *Star Trek* compo winners! Will it ever be out? (By the way, YS is brill! Keep the free gifts flooding in!)

Stephen Henstead
Wigan, Lancs

Firebird cannae take it any longer. All these jokes about Star Trek (snigger, snigger) are just too much! It's highly illogical to expect it in the next four light years, although I've opened all hailing frequencies and word is that it has got as far as the ST. Sorry about the wait you've had for your prize — Firebird will be sending you alternative games very soon! **Ed**

Letters

KISS ME KATE

SEX!! Right, now I've got you listening, I want to ask you a question. WHERE *DID* YOU FIND HIM? I'm talking of course (of course), about John 'Stonking' Minson. How old is he? Is he married? Have you got any piccies of him actually smiling? Will you print them? Can you read my writing? What's his address? I've sent him a little something — I had to guess at the size, because I don't know what size he needs, but if you'll let me, I'll come up to Castle Rathbone and find out!
Katy Sheppard
Ebbw Vale, Gwent

Sorry, did somebody say something? John Minson is in fact married, to his work, he never smiles (no teeth you know), he's 48 and he lives in Hyde Park. I'm afraid I've no idea what the 'little' something you sent him is. Is it a pencil top? Or maybe a nose warmer? Whatever it is, I don't think you should come up to Castle Rathbone just yet, as John is rather excitable. Perhaps he could send you his measurements on the back of a postage stamp. **Ed**



WALLOP

Bubble, bobble, bang, wallop, kerrash! Oh no, not again. I've already changed it once, but this *Bubble Bobble* keeps crashing on me. Once upon a time a friend of mine (no free advertising in this mag), managed to get 56213110 just before it crashed. My theory is that the trajectoral hypopressurised glutoniser lacks photonic gravintentional forces of the cirris cylus category, in short the tape heads need a clean. Could this be true?

Ha! and my brother thought I wouldn't be able to write this letter without mentioning Sam (Wahay!) Fox.
Dr Damien Scullion
BA MA PhD
Ballymena, Co Antrim

Well, he was right wasn't he. Sound like the tape heads need a detoxifiction of oxidising ferrous deposits to me! **Ed**

SMALL PRINT

Anybody that sends in a Small Print must be a cretin.
John Thomas
Swansea

I quite agree. **Ed**

PS Confucius say: I'm pink, therefore I'm spam.
Adam Grice-Roberts
Blackpool

Snouty say: That was René Descartes, you big waz. **Ed**

PS I can't stand big words. Urgh! Urgh! Urgh! Aargh!
Jon "Pom" Pincks
Shirley

What big word? And don't call me Shirley. **Ed**

If you don't receive this letter could you write and let me know.
Paul Stevens
Walthamstow

Well, there's no sign of it so far. **Ed**

GOT THE HUMPH!

After looking through your magazine, seeing what game I could buy my computer mad nephew for his birthday, I came across your so-called funny T'zer's Top Ten Cold Things, number six being the late great James Dean. Ho bleedin' ho! And then to say "It's worse than that, you're dead, Jim." Really funny, I thought it was a bit sick, it shows some magazines have to go to low depths. I suppose it is because the writer is jealous of all the fame James Dean has had all this time. I suppose you all think Arnold Schwarzenegger is a good actor — ha! James Dean has by far more talent in his little toe than all the boring macho men have put together.

I am only 27, but I have been a fan of James Dean for 14 years, and I think your magazine sank to the level of the so-called car of your namesake the Sinclair C5. &%$£! If I offend you with my swearing, I'm sorry, but all you trendy boffins offend me.
Joseph Humphreys
Tuebrook, Liverpool

Oo-er! Who rattled your cage?! I happen to think James Dean was very talented too — in fact I wouldn't stoop as low as to mention Arnold Schwarzenegger in the same breath. The best thing about Jimbo was surely his sense of humour. It's a pity you haven't tried to emulate your hero a little more on that score. **Ed**

CITY BLUES

Help! I'm trying to find a computer game (or similar) about the stock exchange, but I can't find one anywhere. I did hear of one around but haven't been able to find it. Please tell me if you know of one, so I can rest easy.
Lenny Prentice
Hemel Hempstead, Herts

Crumbs! You have got pretty severe problems — you can get professional counselling for a problem like this, you know. I really don't think I should be fuelling your paranoid psychosis by telling you if there's a program on the stock exchange. I mean, are you some sort of Merchant Banker or something? Anyway if any readers out there know of one (or happen to have a straight jacket handy) then drop me a line. **Ed**

WORRA BUG UGH!

Imagine my reaction when after waiting over a year for *Dark Sceptre* to finally arrive, upon loading and playing it, I find it has more bugs than a flea circus.
Disappointed of Solihull
PS I think that saucy minx T'zer has nice thighs.

I'm sorry you were disappointed with Dark Sceptre, especially as you were obviously itching (itch, flea? Geddit?) to play it. And thank you for your compliment — my eyes (don't worry about the lisp) are my best feature. **Ed**

KINDLY LEAVE THE STAGE

Ay say, ay say, ay say, what do yew call a dog with no nose? While you're wrestling with this little conundrum, here's this month's selection of terminally crap jokes, courtesy of YS readers...

Q: Which Russian premier was a leper?
A: Andropov!

Q: What did the radio listener say when the DJ blew his nose?
A: "That's mucus to my ears."

Q: What do you do with 365 condoms?
A: Make them into a tyre and call it a Goodyear!

Very droll. Thanks to **Paul Jones,** *the ubiquitous (Eh? Ed)* **Robert Wilkins** *and* **Vermin The Sprout** *again for these pearls of gaggy wisdom. If you know any jokes that are even worse than these, send them now to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. If they're printed, you'll win a gleamy new YS badge!*

DESERT ISLAND DISKS



This month's disker is **Kevin Hughes** from Dalkeith in Midlothian. But who's C R Smith?

***Exolon*/Hewson**
Zap, zap, grenade!!! Blast those aliens to bits! Although a shoot 'em up, you have to plan your route from zone to zone. With 125 zones and plenty of things to kill, it's sure to keep you busy.

***Renegade*/Imagine**
Wham, bam, oof, whap! Yes folks it's *Renegade*. This is a classic game — do a flying kick at somebody, then the old left and right at the other bloke. This is violence on your computer at its best.

***Pro-Golf*/Atlantis**
A first class game for only £1.99. Choose the club, then the power, the direction and now swing your club.

***Deathchase 3D*/Micromega**
This is a golden oldie but it's still a real megagame and I love it.

***Starglider* 128/Rainbird**
Get mucky!!! This game is first class with its ace sound and graphics. Beats *Elite*, *Starion* and other games easily.

***Enduro Racer*/Activision**
An excellent coin-op with great graphics and some lovely effects like going over the bumps. Although it's easy on the first few levels I still haven't managed to complete level five.

***Monty On The Run & Auf Wiedersehen Monty*/Gremlin**
Anybody who owns a computer and doesn't have a *Monty* game is a wally! Those who haven't, better get one soon 'cos *Auf Wiedersehen Monty* is the last one to be made. (*Bar* Moley Christmas... *Ed*)

***Ping Pong*/Imagine**
A fast and furious table tennis game with great music at the beginning.

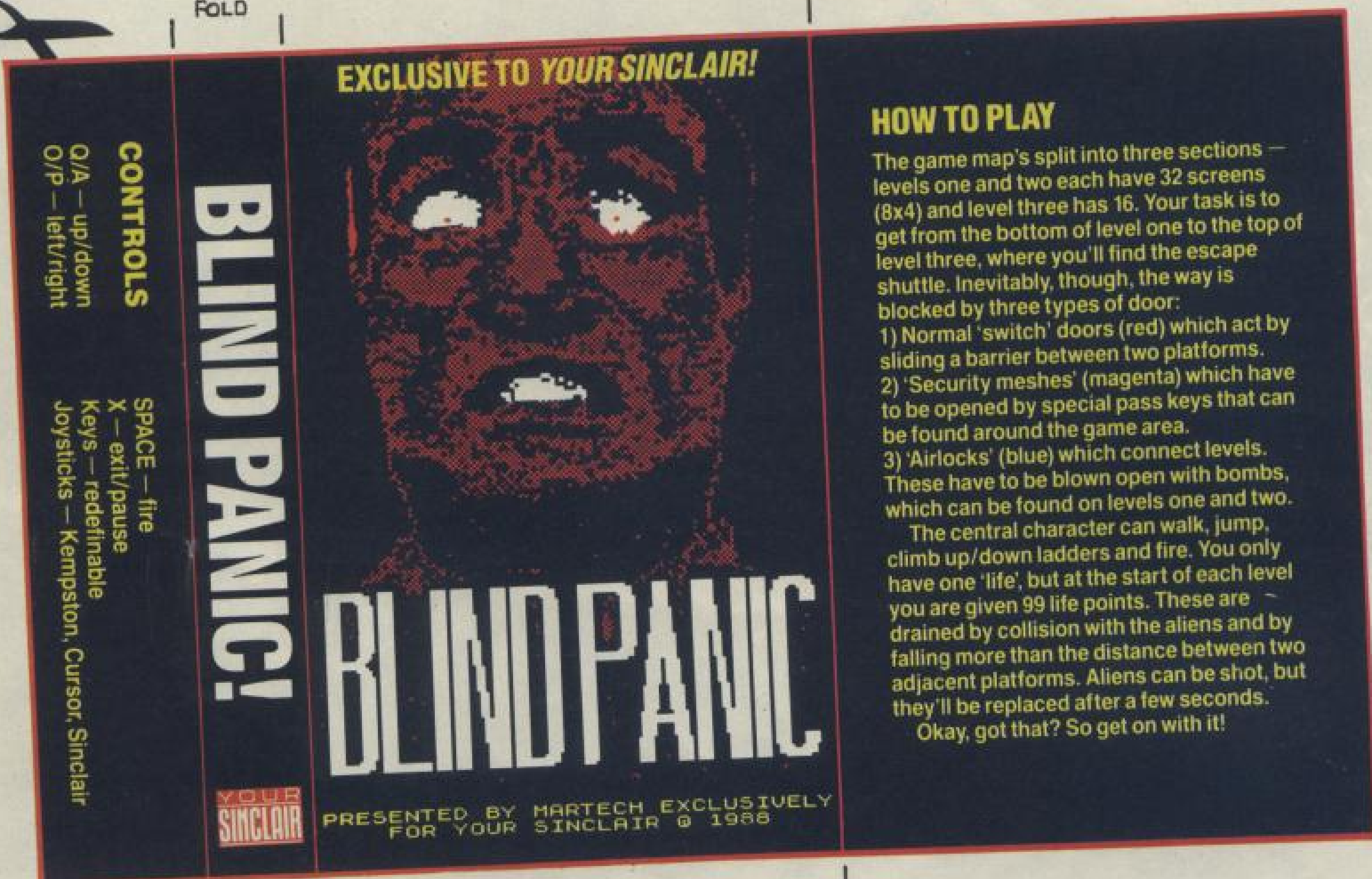
What games would you take to your desert island? Would you take Shakespeare and the Bible? Or *2000AD*? Tell us your eight favest games of all time — write to Desert Island Disks, *YS*, 14 Rathbone Place, London W1P 1DE. There's a badge and three corky new games for every one we print. Yo ho!


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BLIND PANIC

Yes, it's game-on-the-cover time again, and for *Your Sinclair* readers *only* we've got the rumpiest spleensnarler of a platform game that you'll see in a month of dull Thursday afternoons! It's got plot, it's got action, it's got style, it's got furry bits around the edges, it's *Blind Panic!*



Well you can't say we don't try. After *Road Race*, *Batty*, *Play For Your Life*, and *Moley Christmas*, the fifth *Your Sinclair* cover game is a brainblendingly addictive platformer from one of the country's most respected software houses, Martech. Naturellement, this is no lousy demo we're talking here, nor is it a game previously available elsewhere (ahem). No, no, no, no, no, this is the real thing, gamesters, and may the Joke Police clap us in irons if we lie. (Actually, they'll probably do it anyway — they're like that.)

Details? Well, while inspecting the lower levels of a partially constructed base on a distant planet,



you're disturbed by the wailing of the alarm system. The excavation droids go crazy, and then the aliens appear . . .

You must get out!

Crikey!

BUT HOW?

A swift play or two will reveal that the secret to this game lies in working out a route and keeping to it. That doesn't necessarily mean a lorra mapping, but you will need to wander about a bit. We won't say too much more, 'cos the fun's in finding out what's going on . . .

Now to the prize bit. As usual we're delighted to offer a small token of our appreciation to the smartarse who gets through the game first. This time, it's ten games to the first person who sends in a drawing of the spaceship you find right at the end of the game. Tricky, huh? Send your entry to Blind Pew What A Scorcher Compo, *YS*, 14 Rathbone Place, London W1P 1DE as soon as possible. As previous entrants will know, this means within a week of this mag appearing on the streets! *YS* readers, they're skill!



TAPE TROUBLES

If your copy of *Blind Panic* fails to load, even if you've corrected your deck with an azimuth alignment program and screwdriver, here's what you do. Send the tape in a large, strong envelope to Panic Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self-addressed envelope with at least 18p on it. Please don't phone or send your game to the office as we cannot deal with the problem here. The exclusive copy of *Blind Panic* is only available on copies of *YS* sold in the UK, and on all subscription copies completely FREE. Sorry, we can't send copies abroad on request, so if you want any of our exclusive cover games, get a sub! There's another one on the cover next month, so get cracking . . .!

VISA

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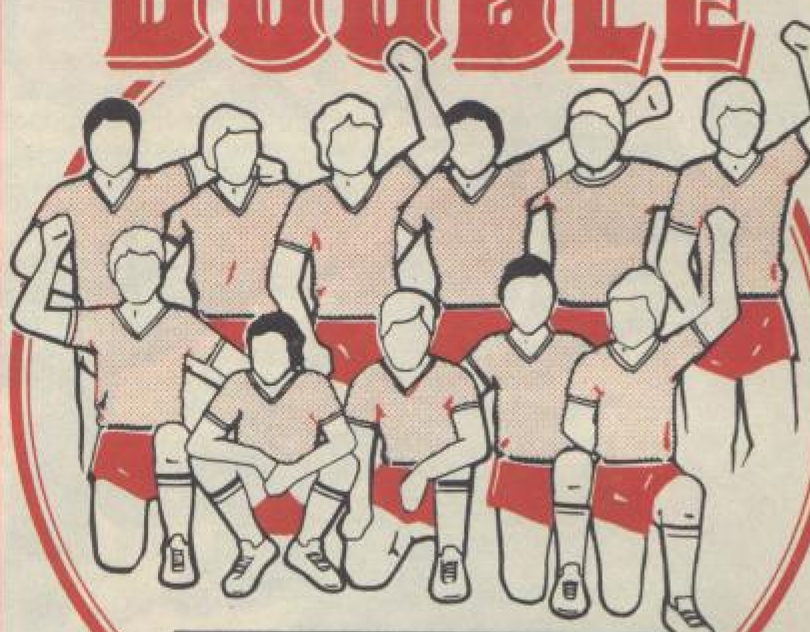
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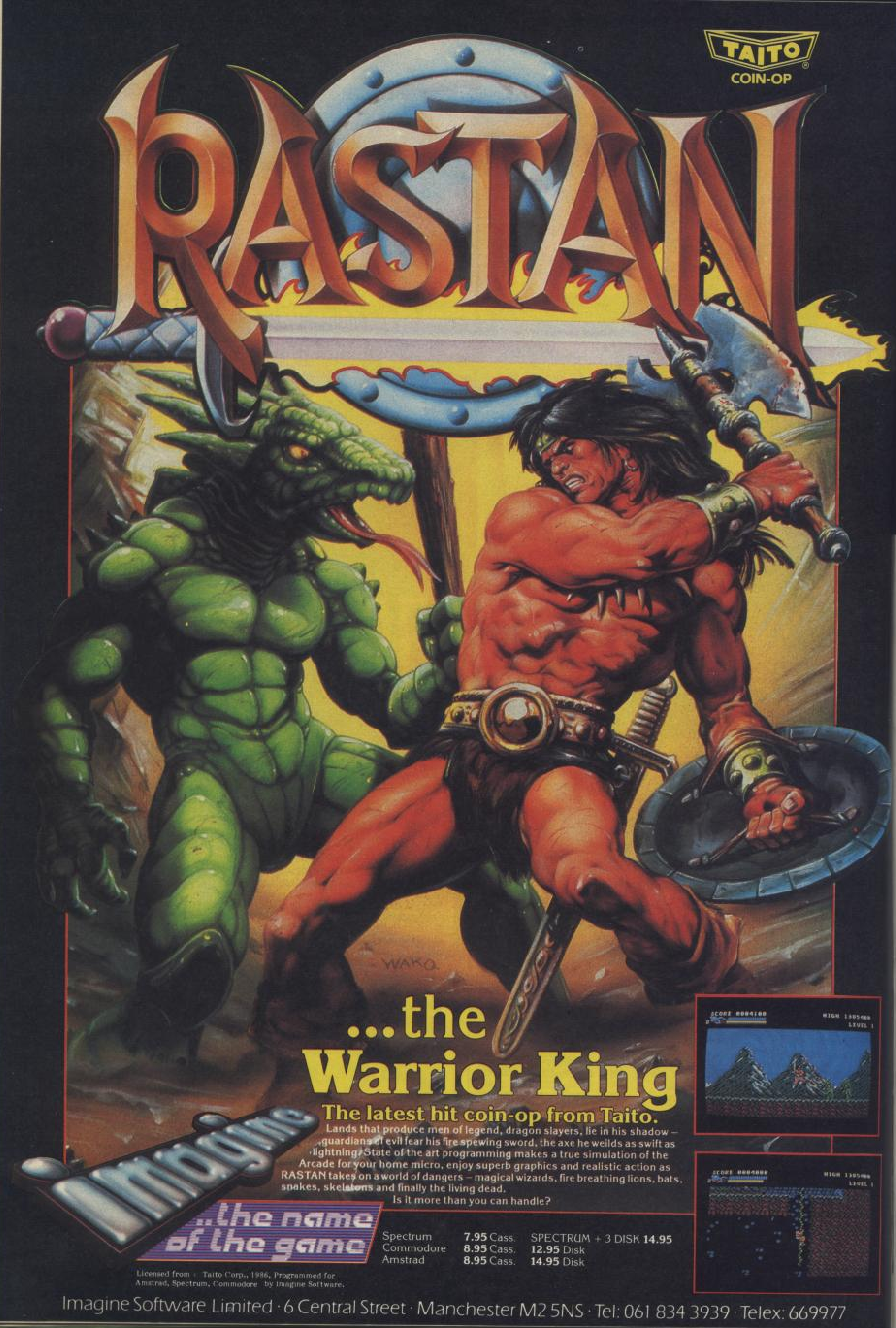
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HINTS 'N' TIPS

YS TIPSHOP



Once more onto the beach, dear friends. Yes, Spring has sprung, the grass is ris, and so has Phil Snouty with his Hints 'N' Tipz.

Hello, Shopsters. How are ya, me old crispbreads, awight? i thought you might be. Well it has to be said, I'm really full of the old beans this month. Why? Well, those who must be obeyed have given me more pages to fill. (Yay!) Which is great for you, 'cos you get more tips for your money, but not so good for me, 'cos I've got to write them. (Rattle, curse, tippety tap!) Still, for you, I'd do just about anything. Well, except put a ferret down my jumper . . . and I s'pose I might be a bit churlish about filling my Y-fronts with terrapins . . . *(Oi!Gerron wiv it, Snout! Ed)* But I digress. This month we've got so much stuff, I can't begin to explain, so let's cut the waffle and dive right in. (Boing, splosh!)

CALIFORNIA GAMES

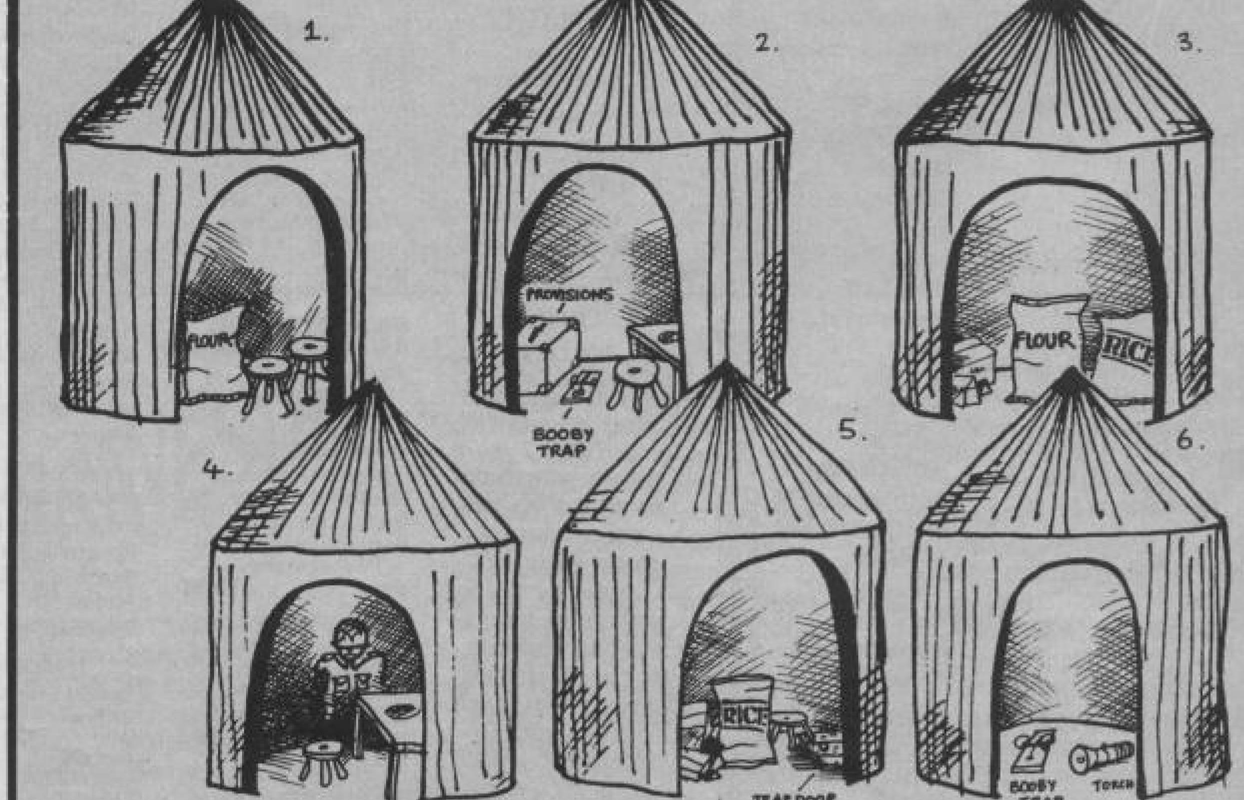
● **Scott McGlashan!** Hellooooo! Somebody tells me that you've got a tip for *California Games*. **"Well I have. Would you like to hear it?"** Why sure. Go ahead. **"Okay, here's the tip. When you are on the U-Pipe section of the game, move your hand to the wire going into the socket marked 9vDC, and pull it out for a few seconds. Reconnect the wire, insert a copy of *Match Day II*, press PLAY and type LOAD "" followed by ENTER. After a few minutes you can enjoy a decent game."** Oh. That's what you call sarcasm, is it? Oh. Very droll, I'm sure. But let's have a real tip, next time, hmmm?

BOBSLEIGH

● We haven't had much in the way of tips for this game. I fink it stems from the fact that it's a sort of hybrid, a cross between a proper arcade style game and a simulator, coming as it does from Digital Integration. But we have had a tip or two, like this one from **Stephen Greenslade.** **"When each run begins, instead of running towards the start line with the bob, jump into it straight away and keep either the right key or left key pressed down. This forces the bob to smash into the side of the slope. Then just before you reach the start line, press and hold the fire key, and hey presto! an ultra fast time is achieved. The game can be completed in this manner, but be warned! Keep a fresh set of runner blades handy, or the game will go haywire."** Golly! Well, thanx a million Stephen, and may your runners never go rusty. Any more tips for games like *Bobsleigh* Any *Flight Simulators* or anything? Come on, there must be!

PLATOON

● Hut, hut, hut. Okay, soldier. Sound off! **"Sir, yes, sir!"** Ah can't hear you, boy! **"SIR, YES, SIR"** Thass better, turkey. Name? **"Sir, Simon Rouse, sir!"** Okie dokie, givvus the tip. **"I've recently purchased Ocean's *Platoon*, and have been playing it for three hours. I made a map, but it was a bit too messy to send in, so I've sent you the directions on how to get the TNT and reach the village: right, down, right, right, down, right, down, right, up, up, right, down, down, right, up, right, down, collect TNT, left, up, left, down, left, up, up, left, down, down, left, left, up, up, up, up, up, right, down, right, up, right, right, down, right, up, right, down, right, right, right, right, down, right, down,** *(Get on down. Ed)* **right, down, right, right, up, right, down, right, up, up, left, up, plant TNT, right, right, up, left, hut, hut . . . phew . . . that's as far as I can get at the moment. I'll let you know when I get further."** Hmm. I think you'll find that a few other platoon soldiers will beat you to it, me old son. Still, thanks for the counter intelligence, anyway . . . (tap, tap) Hello, it's another *Platoon* letter. This time it's from **Scott Bennett.** Ten-SHUN! Okay, soldier, let's hear it. **"To get the explosives from the start . . ."** Hey, we've already done that! **"No, my way's better."** Okay, shoot . . . NO, not the rifle, stoopid! The tip! **"To get the explosives from the start, go right, down, second right, right, down, right, up, left, up, right, down, right, down, right, up, right, down and go right to the end of the path, and there are the explosives. To get to the bridge from there, go left, up, left, down, left, up, left, up, left, down, right, down, left, up the second path, left, up, left, up, right, up, right, down, right, up, right, down the second path, right, up, right, down, right, down the fourth path, right, down, right, down, right, up the second path, right, down, right, up, left, up, left and up. Lo and behold there's the bridge. Run across it to the other end, then right, up, and left and you should be in the village. Here's a quick map of the village:**



In hut 4, shoot the soldier and examine his body for the map of the tunnel system. That's all, sir!" Dismissed, soldiers. Now see if you can crack the next level, and report back to me as soon as you do. And soldiers? **"Sir, yes, sir!"** Thanx for the tips.

PLATOON

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COMBAT SCHOOL

● At last! I've been waiting for a good tip for *Combat School* (called *Bat School* in the *YS* office) for some time. And I had to wait for **Terry Hill** and **Peter Rudge** to finish the game with flying colours, although why they're wearing those bright togs, I dunno. But here they are, anyway. **"To get through *Combat School*, all you have to do is this:**

ASSAULT COURSE — Keep up a steady pace. When using the joystick, turn it around in a circle so you can walk faster, rather than waggling it from left to right.

FIRING RANGE — If your joystick has auto-fire, switch it on and this will help your aim. *(Who needs to aim with auto-fire? Ed)*

IRON MAN — Waggle joystick up and down, and when you get stuck, just tap the stick left or right. When swimming, after you've got past the block in the water, do the same as you did in the Assault Course. Keep on the yellow bits, as the muddy bits slow you down.

FIRING RANGE II — Don't use auto-fire, otherwise you'll miss some of the tanks. And don't stand still for too long, either, as you'll get hit!

ARM WRESTLING — Turn joystick around like in the Assault Course. After a long time you'll get tired, so stop and rest for about 1 second and your opponent's arm will go down.

FIRING RANGE III — Don't use auto-fire on this one either. Just tap the joystick left and right. And don't hit the red ones, or your sight will freeze for the next round of targets.

FIGHT INSTRUCTOR — Jump up and kick, then he'll fall down. (Boink!)

CHIN UPS — Push joystick in a circle again, like Assault Course.

THE MISSION — Wasn't this a film with Jeremy Irons and Robert De Niro? Anyway, keep jumping and kicking, and don't be a chicken. (Book, book, book . . .)

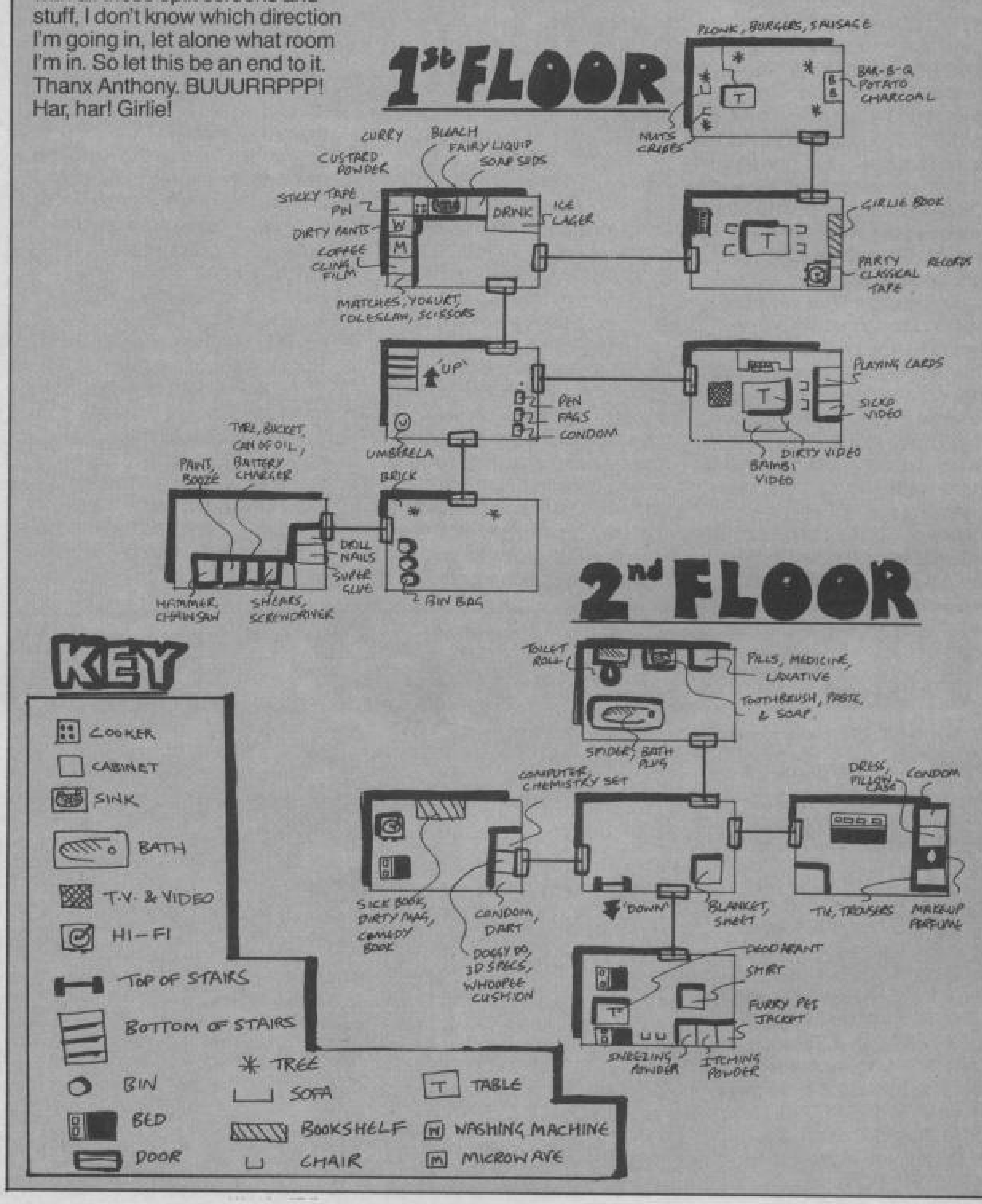
And that's it! Would you like some POKEs for *Jailbreak*?" No, bog off! NEXT! (Sorry, only joking. I've given them to Dave McCandless.)

"HOW TO BE A COMPLETE BASTARD"*

* Or more accurately, *How To Map How To Be A Complete Bastard*, by **Anthony Davidson**. It's about time this was mapped, 'cos I dunno 'bout you, but what with all those split screens and stuff, I don't know which direction I'm going in, let alone what room I'm in. So let this be an end to it. Thanx Anthony. BUUURRPPP! Har, har! Girlie!

'THE MAP!'

MAPPED BY A·J· DAVIDSON



BRAVESTARR

● Howdy, Space Pardners, it's my chum, buddy and pal **Jason Richardson**, and he's got some mighty fine tips from that space western, *Bravestarr*. He's played it to the end, and so before you say "Yer darn tootin', whiskery old goat!" or "Ah come fer mah boy," here's Jas-Boy's complete solution:

"Firstly move left until you find the flying saddle, mount this by pulling down, and fly to the mountain which at the moment is the only other thing on the map, except for the town. Enter the cave and examine it. Leave and fly to the mine entrance which has now appeared on the map. Enter and examine. Release the townspeople and talk to them. Then leave and fly back to the town. Enter the exchange. Talk and then exchange kerium for money. Go to the bar and talk, and you'll be asked if you're willing to pay for information to which you must answer YES. Remount the saddle and fly to the new town, which has now appeared. Keep walking right and you'll be attacked by a different looking man. This is Tex Hex. Kneel down and fire continuously, until he disappears. I find this the best method. Fly back to the original town and enter the Gaol. Examine and release Tex Hex. Now fly to the Hexagon, the final place on the map and walk right until you find the flying head. Kneel down and fire continuously, jumping occasionally, until the head is destroyed. When this happens you'll have completed the game. PS. I completed the game within half an hour of buying it." Well, thanx a lot Jason, that's really fab. Any more games that've only taken you half an hour to do? Please let me know.

ANDY CAPP

● Hello, who's this swaggering heroic type, with the green fur shoulder pads and lurex trouser pouch? **"It's me again, Gazza!"** Ah, yes. (Who he?) **"You remember, Gareth "Gazza" Pitt . . ."** Charmed, I'm sure. What's your problem, oh bejewelled nonsense? **"No problem, just a tip for *Andy Capp*, and I don't mean a filter tip . . . ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha!"** Idiot, gerron with it. I do the jokes around here. **"Okay, here's the tip, and by the way this only works in the 128 version. First, if you get in a fight and get stuck in jail, and the judge says 'You Owe £20', the box comes up with the choice to Pay or Don't Pay. Choose Pay, and if you haven't enough money it says 'Begone from dis game, Andy' although why it talks like a cartoon West Indian, I don't know. Press fire and waggle the joystick a few times and the options will come up. Choose an option like SPEAK, get rid of it then you'll be free to walk away without losing any money. Owzat?"** Not out, I think. Good tip, Gazza. Now go away, your clothes are a bit bright, old bean. (Clomp, clomp) That's better. Thanx also to **Chris Ransom**, who came up with this tip as well, but just after our glittery friend there. Ahem. Moving right along . . .

KNIGHTMARE

● Gosh, this notepaper's really bright, isn't it? Oh, you can't see it. Hang on, I'll hold it up for you . . . (rustle). There. Horrible isn't it? Oh well, I don't suppose everyone can afford Churston Deckle or Basildon Bond, eh? Still, nice tip though, from **Adrian O'Sullivan** for jolly old Activision's *Knightmare*. **"Thort you might like a solution to liven up yer dodgy old Tipshop . . ."** Oi! Whadda ya mean, OLD? Gerron wiv it! **"Escape from the dungeon by giving the old geezer food and water, then ask him. He'll shovel a spade at yer. Go east, and dig the ground and then go south a few times till you meet the sentry. Kill the guards with bricks and nobble the sword. Go down to the lower bit and then to the outer sanctum. Solve the puzzle (easy peasy – it's all to do with the way the stripes face), then go south, nobble everything and get out. Drink the potion and then go full steam ahead to the skullery. Cast the caspar spell, then go south. Take the spade, north, then west. Give the maiden a few nodules of gold and take her locket. Get the fat from the kitchen, go upstairs again, to the courtyard bit, and past the sentry. Go east, then up to the top. Dig here and get the pitch. Wahay! Now, scamper along to the King, go north and down the trapdoor. Go west (Call Me, dubba, dubba . . .) and yule find the dragon. Chuck the pitch, fat and the locket at him, and before you can say wagga-wagga . . . you'll have completed the game. Voila!"** Surely you don't mean Herbert Viola, Ade? Nah, I thought not. I must say though, I'm a bit worried *(He's a bit worried! Ed)* about all this nobbling going on. You weren't eating a packet of HobNobs while you were playing the game, were you? And if so, why didn't you send ME one?! Humph!

BATTY

● Okay, what's your tip, **Simon Millar**? **"*Batty*. Did you know that if you press TRUE VIDEO during a game of *Batty*, it pauses the game?"** Yes I did. NEXT!

3D STARFIGHTER

● A short and sweet tip here from my old chum **Julian Baird** (no relation to John Logie, I presume?) for Code Masters' *3D Starfighter*. It seems that **"when it's loaded, press R then press N and select cursor keys. Then select Kempston for player two. Then press 2 for Two Player Game, and you'll have two sights for one player."** Well, thankee my little scots porridge, and may your dirk forever glisten, and your stovies be as plump for ever more. There, that's it. I've just exhausted all my scottish jokes. Any donations gratefully accepted.

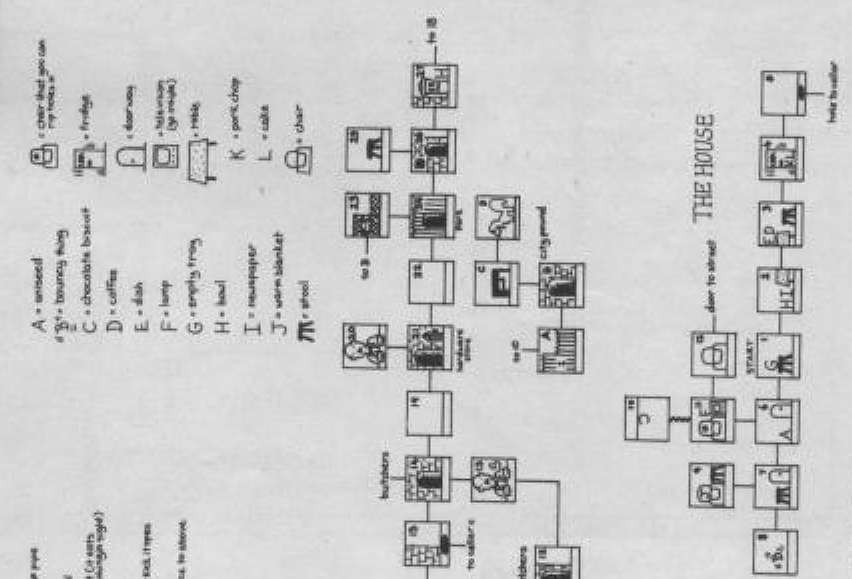
TIP O' THE MONTH

GARFIELD

Next in the Shop, is **Philip Mitton** *(Those fluffy little mittens with the string that goes up your sleeve, presumably. Ed)* with a fluffy little tip for *Garfield's Big Fat Hairy Deal*. Take it away, fluff. **"On the menu screen, press the following keys in unison: CAPS SHIFT, Ø, O, K, M, 1, Q, A and Z. Start the game, and you'll be able to teleport from one screen to another. To teleport, simply press CAPS SHIFT and Y, plus a couple of the numbers 1-5, or just CAPS SHIFT and any number 1-5. It's easy once you try it out!"** I s'pose it would be . . . What is he talking about? . . . Anyway, thanx me old mitten, and keep sending in those wacky old cheats. *(What, like you, Snouty? Haw, haw! Ed)* Haw, haw, yerself!

"Hello" Hello, who's that? **"It's Lawrence Sheedman. I'm on my half term holiday and I thought I'd come into *YS* and see what's happening . . ."** Oh well that's . . . **"Ah, I see you're doing *Garfield*. Would you like my hint?"** Of course, if you'd . . . **"It's simple, all you do is this. When you play *Garfield*, the square that is in the corner, that you have up when the game has loaded, is empty. In the game, get a couple of things (objects) and abort. Whatever you were carrying will drop into the square. Got that?"** Yep. But what are you talking about? There must be something wrong with me today. I can't understand a word anyone's saying to me. Perhaps it's because I'm so def. Haw, haw! Oh, please yourselves. Thanx Lawrence. Now bog off! (Boot, eeek!)

Anyway, as I was saying . . . **"Did somebody say *Garfield*?** Oh flip. YES! WHADDA YA WANT! **"I've got a map and some tips for *Garfield*. Here they are . . ."** CRUNCH! Gee thanx. And who do I have to thank for destroying my desk with this pile of hints? **"Richard Payne is the name."** Yes, you are a bit, aren't you? Okay, so here's Richard's map, and let that be a lesson to you, cat fans. If you want all of his tips, send an sae to *Garfield* Tips, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And get them to us by May 30th 1988, or we'll just chuck 'em in the bin. So ner. Oh, by the way, thanx also to **Paul Spires, Robin Alcock, R Manks** and **James (Yah Mo B There!) Ingram** for their tips for *Garfield*. Sorry they didn't make it into the Shop, but I'll send you a badge anyway. (Ain't I sweet?)



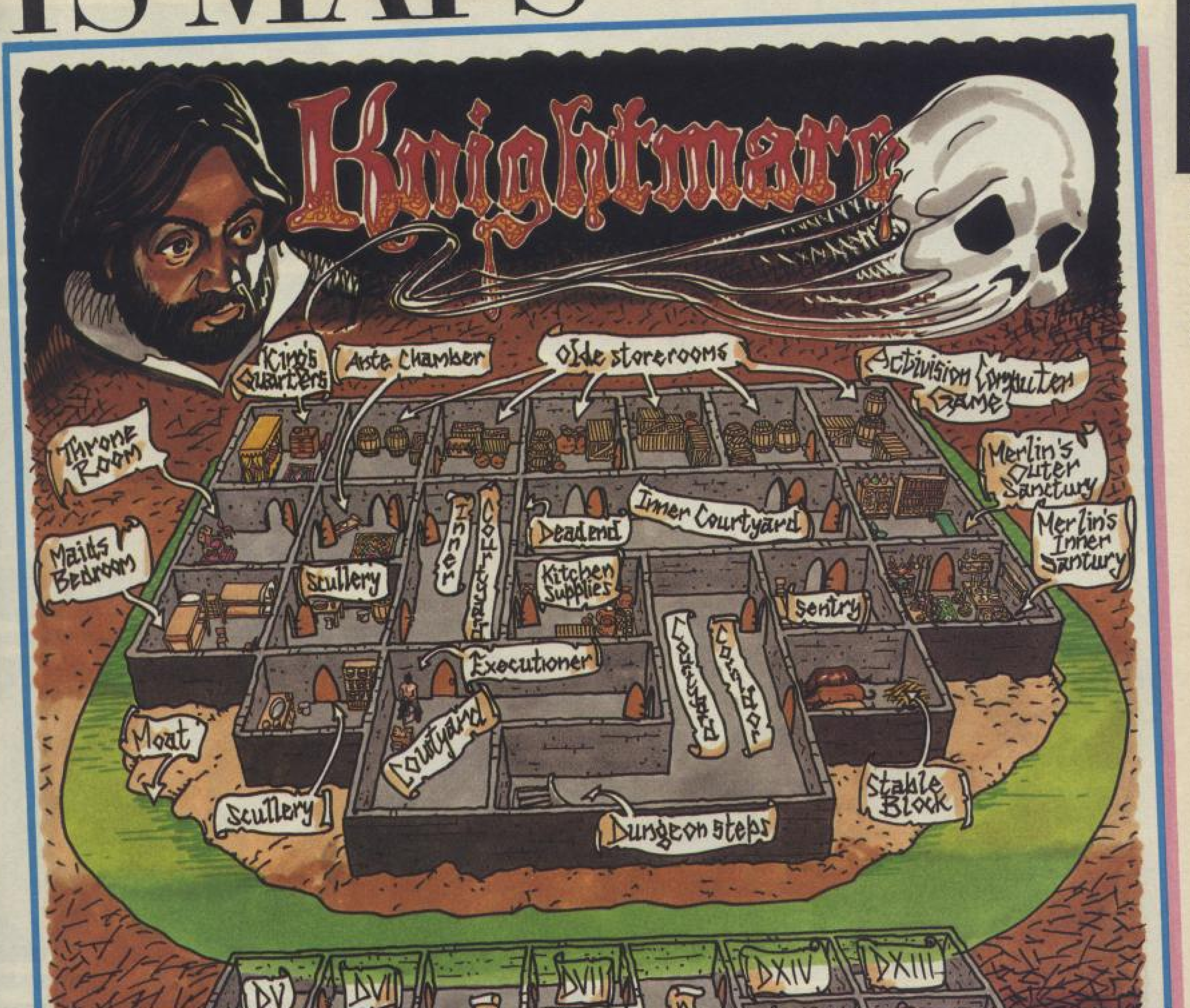
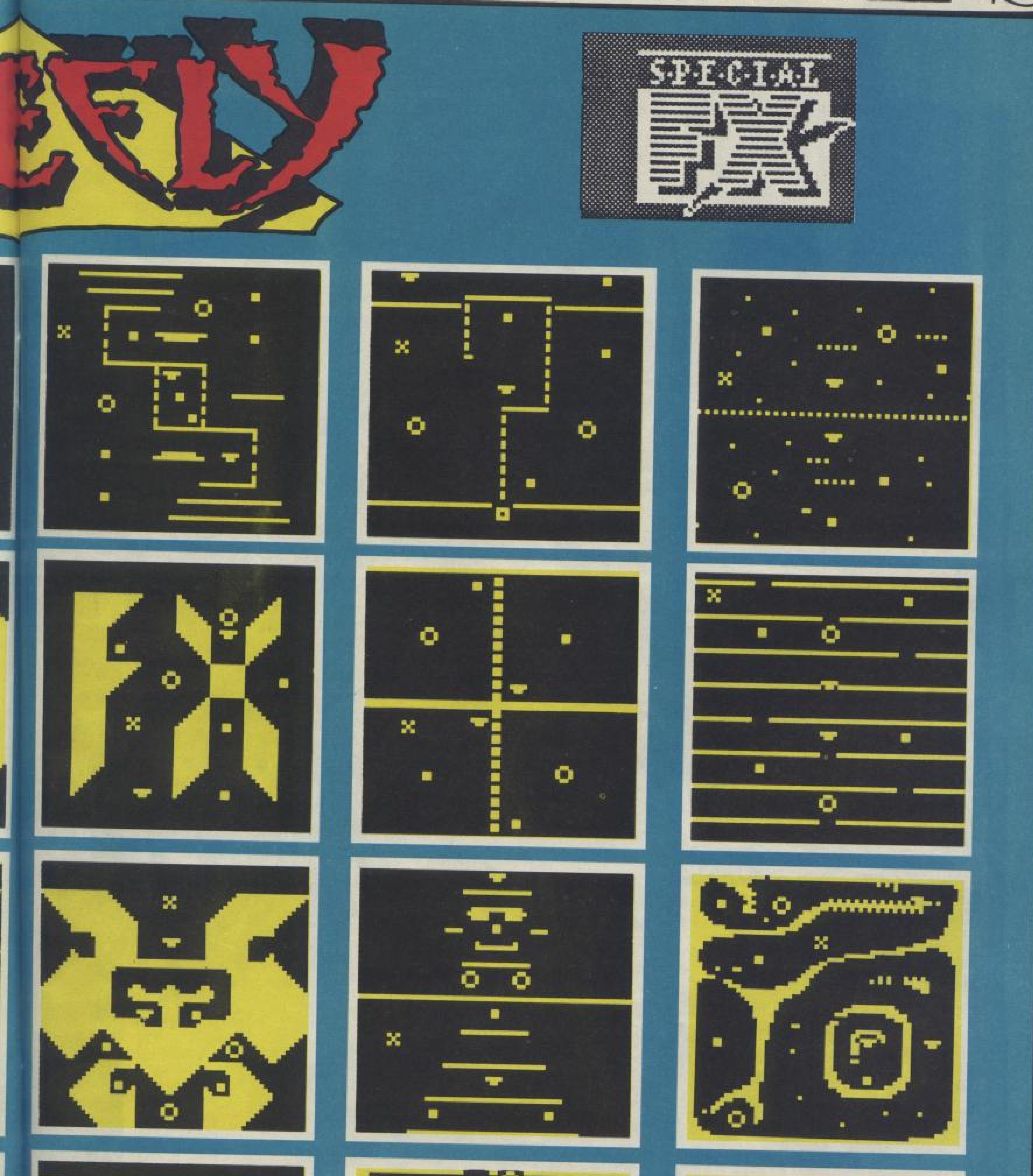
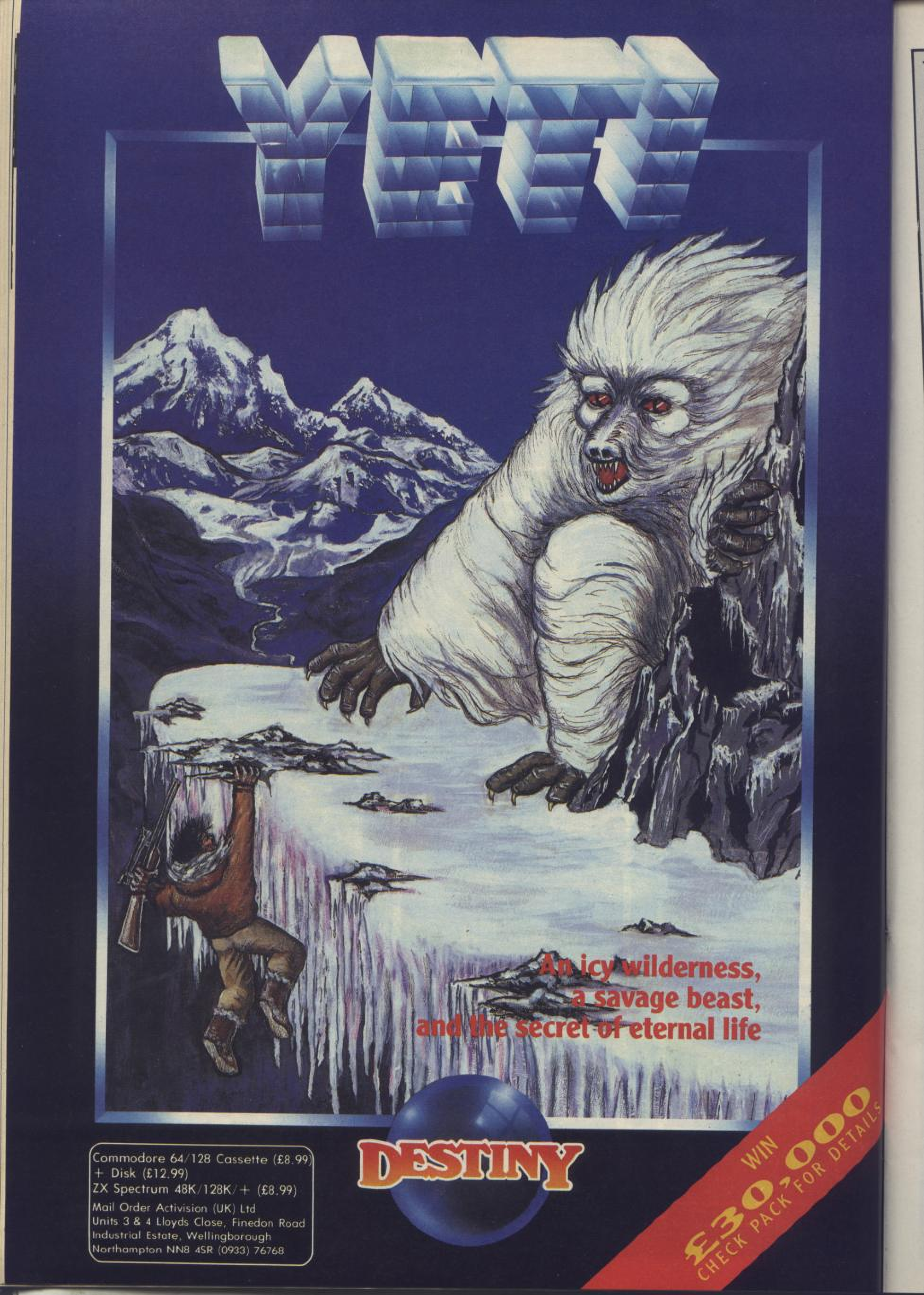


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DR. BERKMANN'S CLINIC

Yes, a tip a day keeps the doctor away! A fine fat postbag greeted me on my arrival at the surgery this morning, bursting with desperate joystick jugglers with serious gamesnags to be ironed out, and quietly proud Good Eggs eager to lend a hand. Ah, that warm glow as I sit down at my enormous desk, tinker with my executive toy (fnar) and then, exhausted by the exertions of the day so far, settle down to that vital pre-lunch nap. Well, I have to keep my strength up. How else will I last the full 18 holes this afternoon?

Time for the first patient. Right, what have we here? This looks rather swollen. What have you been doing with it? Good Lord! Is that legal? You're a gymnast, I presume. Where? What? With an aubergine? I don't wish to know that — kindly leave the surgery. Let's answer some letters instead...

POPEYE

Loads of letters from Good Eggs willing to help **Paul Hunter** and **Ron Noles** out of their *Popeye* probs. Ron couldn't get on the flying saucer, while Paul couldn't work the cannon and one or both conundra were well sorted out by **Mark Allison**, Clinic regular **Leon Felgate, Cris Lehmann** and **R H** (an enigmatic cove, this one, writing without address or full name), who explain:

"To get on the flying saucer, go right and climb up rope and get the key from the room on left (this key opens tower). Go to the top of the tower, then right to the end, then forward and then right onto the platform. When saucer is directly below, pull the joystick back and you'll jump onto it. Jump off and over wall near coin and collect keys. Get on saucer again but this time jump off at fruit machine. Move forward round gate, then jump onto ship. Get key from porthole then go right along plank and get fuse. Go back along plank and jump down past shark. Open door and you are back at start. Now go up rope and open door at top, jump up and get key. Do not turn left towards dragon. Go to top of rope then left to end, now down and left into cannon room.

"To work the cannon, climb the rope until just Popeye's legs are in view. Wait for RED shot, then climb up, go left and drop down onto cannon.

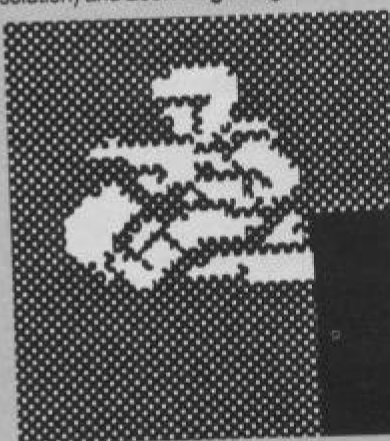
"One further tip. When you have the can from room on left, you can pass dragon. Door at side of dragon takes you back to start."

Thanks, guys!

CONTACT SAM CRUISE

A good response, too, to **Stuart Williams**' desperate plea a month or two back for help on this very old Microsphere game (what happened to that company, then?). **Kenneth Campbell** knows how to collect the keys off the fat man. "Climb to the top of the flats with the fire exit. Once on the roof climb down the fire escape. Wait at the bottom, then as soon as the fat man's underneath, walk off. If you land on him, he should fall down. When he gets up, he will start to stagger. When he does this, walk by him and you will get the key."

But how to meet Bud in the hotel? **Iain McIntyre** has the answer... "Change into the disguise of the woman (the one with the long hair)..." — well, if you like that sort of thing, Iain — "...and go to the room. Once you're there the phone will ring. Pick it up and Bud will be at the other end of it." As always, 'tis simple when you know how. Thanks to **Maxwell Patrick** (who provided a complete solution) and **Leon Felgate** again.



DAN DARE

Answering **Simon Mathew's** plea for POKEs, **R Swann** earns his badge with this little routine...

```
10 CLEAR 2555: RESTORE
20 LET A=23296: LET T=0
30 FOR X=31 TO 2: READ Y$: FOR
   Z=31 TO 15 STEP 2
40 LET L=CODE Y$(Z) - 48(-7 AND
   Y$(Z)<"9")* 16+ CODE Y$
(Z+1) - 48 - (7 AND Y$(Z+1)<"9")
50 POKE A,L: LET A=A+1: LET T=T+L:
   NEXT Z: NEXT X
60 IF T<>1865 THEN PRINT "DATA
   ERROR":STOP
70 RANDOMIZE USR 23296
80 POKE 65326, 201: POKE 65327, 201
90 RANDOMIZE USR 65030
100 POKE 47110,201: REM fall forever
110 POKE 46885,201: POKE 43526,0
120 POKE 42863,0: POKE 42111,0: REM
    lives
130 RANDOMIZE USR 39000
140 DATA "DD21ABFD1109033E"
150 DATA "FF37CD560530F1C9"
160 REM Hello to A Smith, R Scott and S
    Brassington
```

With this, reports R, Dan can fall forever and won't run out of energy, which is bad news for the Mekon. Lines 100 and 120 can be used as Multiface POKEs, incidentally. Ta, R!

NONTERRAQUEOUS

Ellaine Edwards' letter prompted **Ben Hart, Steve Forrester** and **Steve Frew** to write in with an excellent little hint that rang a few bells with the tipping fraternity in these towers. Quoth Steve: "Press right on any vertical shaft until you're pressing right up against the wall. Now go up and down through the screens while still against the wall. Every time you change screen, your psyche will go up by five points! But don't let it go up above 800 or you're dead." Neat, huh? "Actually, that's 999." Wossat? Oh, it's **Laurence Sheedman** again. "Yes, and get it right!" Sorry.

THE LIVING DAYLIGHTS

A couple of months have passed since **Paul Thompson** and **Stephen Prior** begged for help on this bilgey game from Domark, but **Leon Felgate**, who slowly seems to be taking over this column, has got the answers as usual. So which object do you use on each level? "Tis easy, old carrot. Look over this little lot:
Level 1: First the paint gun and then the Walther PPK to kill the agent.
Level 2: Night glasses, then the PPK.
Level 3: Just the PPK.
Level 4: PPK then use the bazooka for the chopper. (*Not mine I hope, Leon. Dr B.*)
Level 5: Shoot balloons with the crossbow.
Level 6: Just the PPK.
Level 7: PPK and the Bazooka.
Level 8: Bazooka only. "Awight? Awright.



By the way, Leon's still available for good eggery on a number of different games, but he's moved house. Write to him now, with sae, at 14 Banbury Road, Stratford-upon-Avon CV37 7HZ

FOOTBALL DIRECTOR

More letters asking for help with this bonzer footie management game, which amazingly edged into the Gallup Top Ten last month. Meanwhile **Andrew Dibs** has come up with general guidelines (Army chap, wasn't he, along with Major Emergency, Corporal Punishment and Private Parts?), on the sort of skill levels you'll need to get anywhere. "At the start you'll have no hope of progression unless your team is G4 D3 M3 A3 or above. Try not to progress to Div 3, until your team is G6 D5 M5 A5 or above. When you go up to Div 2, your team should be G7 D7 M6 A6 or above — then future stardom is assured. When you reach Div 2 bet 100K on winning the cup. Save it before your cup match and re-load it if you lose. You should win the cup this way. That's how come I've always got so much money. Oh yes, and you only get to Europe by winning the 1st Division Championship, not by winning the Cup. Good luck." Thanks, Dibsy, and awa' the lads!

DRAGON'S LAIR II

Philip Ditum remembered this old one for **Ian Sloman's** benefit: "Before pressing start, hold down the keys Q,W,E,R and T all together and zippo! you should have infinite lives. But even with these I still can't negotiate the disappearing floor. Help! Please!"

HAYLP!

Have we got some gamesnags for you! **Dan Smith** for instance, is in trouble on screen four of *Moley Christmas*. How does he get past the car without getting killed? Search me Dan, but can a clinician help?

David Williamson meanwhile, is having a terrible time of it with *Knightmare*, as, by coincidence, is **Neil Millerchip**: neither can get through the second screen. As Neil puts it, "I read in your mag that you had to get the spade to get out, but on my copy of the game there is no spade in sight. What shall I do?"

Dominic Kearney is stuck on *Mask 1*. "Please help me to get the key assembled on the first level." He seems to think that his inability to do this is a bug — can you put him right?

And finally, **Adrian Matthews** could do with a hand on *Tai-Pan*. "Yes, Doc. You see, there are three things that puzzle me. Where are the smugglers' dens? Where in the 128 version are the special islands where you can dock? And how do you arrange to meet smugglers there?" Adrian is also offering Good Eggery advice on *Rebelstar* to anyone who wants it — send an sae to him at 17 Annesborough Park, Lurgan, Co Armagh, N Ireland.

TINKERTY TONK

Yes, it's time for bed, but before I go (mine's a large one), remember to send in your gamesnags or snagsolutions to me at Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. There's a badge for anything printed, naturellement. And don't call me Shirley.

PRACTICAL POKES

Yes, it's the man with more POKEs than a tube train full of umbrella toting commuters. David McCandless lets rip with the latest cracking instalment of Practical Pokes.

Cripes! Time for another edition of *Practical POKEs!* Wow. It seems like only a month since I was doing the last one. Funny how time flies. Innit!? This month is severely packed with multi-hacks and our very first ever, unique +3 POKE. Amazing huh? Whaddya mean no? Get reading!

THUNDERCATS

Da-da-daaah! Yes indeed! Hah ha haah! The Tefal Men have come to my rescue. Those dastardly mutants have grabbed my softer parts (oo-er!) and won't let go till I give you a POKE for Elite's *Thundercats*. So thanks to **Ste** and **Mel** and **Alessio Pierotti** for saving me from a fate worse than Paul Daniels.

```
  10  REM THUNDERCATS HACK
  20  REM by THE TEFAL MEN and A
LEX SOFT
  30  CLEAR 65535: LOAD ""CODE
  40  POKE 62051,201
  50  RANDOMIZE USR 62040
  60  POKE 32876,0: POKE 32877,2
50
  70  FOR i=64000 TO 1e9
  80  READ a: IF a<999 THEN  POK
E i,a: NEXT i
  90  RANDOMIZE USR 32817
 100  DATA 49,0,0,205,86,5
 110  DATA 62,24,50,171,122: REM
 INFINITE LIVES
 120  DATA 62,1,50,219,125: REM
 IMMUNITY
 130  DATA 62,201,50,2,134,50,24
2,122: REM NO ENEMIES
 140  DATA 175,50,203,98: REM IN
FINITE TIME
 150  DATA 195,102,242,999: REM
 END MARKER
```

SUPER HANG ON

Hold on 'cos I've got something rather special for you which caught my eye (ouch!). A hack from **Dean Ashton** for Electric Dreams' spiffo racing game. Which, incidentally, was written by Chris Wood and ZZKJ. Now where have I heard those names before?

```
  10  REM SUPER-HANG ON HACK by
DEAN ASHTON
  20  CLEAR 49151: LET t=0: LET
w=0
  30  FOR 1=47872 TO 48017: READ
 a
```

```
  40  POKE 1,a: LET t=t+w*a: LET
 w=w+1: NEXT 1
  50  IF t<>1331673 THEN  PRINT
"ERROR IN DATA": STOP
  60  CLS : PRINT "SUPER HANG ON
 HACK"
  70  PRINT "by DEAN ASHTON 1988
"
  80  PRINT '"WHICH TRACK TO HA
CK (1-4)?"
  90  LET a$=INKEY$: IF a$<"1" O
R a$>"4" THEN  GO TO 90
 100  IF a$="1" THEN  LET a=42:
LET b=188
 110  IF a$="2" THEN  LET a=83:
LET b=187
 120  IF a$="3" THEN  LET a=65:
LET b=187
 130  IF a$="4" THEN  LET a=209:
 LET b=187
 140  POKE 47989,a: POKE 47990,b
 150  PRINT "PLAY CORRECT SECTIO
N": LOAD ""CODE
 160  RANDOMIZE USR 47872
 170  DATA 221,33,128,187,6,6,19
7
 180  DATA 221,110,0,221,102,1
 190  DATA 221,78,2,6,0,17,0,125
 200  DATA 58,142,224,254,249,32
 210  DATA 4,175,50,142,224,58,4
 220  DATA 225,254,253,32,7,175
 230  DATA 50,4,225,50,5,225,237
 240  DATA 176,235,54,201,30,231
 250  DATA 205,0,125,221,35,221
 260  DATA 35,221,35,193,16,197
 270  DATA 33,249,232,17,167,251
 280  DATA 1,0,4,237,176,33,85
 290  DATA 187,34,195,254,195,17
0
 300  DATA 254,205,28,254,33,111
 310  DATA 187,17,129,255,1,28,0
 320  DATA 237,176,62,195,50,165
 330  DATA 254,33,129,255,34,166
 340  DATA 254,201,253,33,58,92
 350  DATA 175,50,42,188,49,167
 360  DATA 97,195,0,91,0,0,0,97
 370  DATA 224,16,113,224,36,194
 380  DATA 224,12,206,224,14,220
 390  DATA 224,25,255,224,13,0,0
,0,0
```

UCM

Crumbs! *Ultimate Combat Mission.* And **Dean Ashton** again with a bid to take over my column (Grrr) with a hack for this splendiferous (!!!) game.

```
  10  REM UCM HACK by DEAN A'
N
  20  CLEAR 24575
  30 LOAD ""SCREEN$ :  LOAD ""CO
DE
  40  POKE 36337,0: REM PLAYER 1
  50  POKE 43734,0: REM PLAYER 2
  60  RANDOMIZE USR 44744
```

CORRECTION

Oh, no! I've made a slight error, well a huge great cock up actually. Apparently in the January issue's hack for *Renegade,* I printed the Checksum out wrong. Oops! Will you ever forgive me? Of course you will 'cos I'm about to tell you, or rather **Adrian Faulkner** and **Spencer Taylor** are, what it should've been. And the answer is 115999! And if that's not right then it's hard luck. You shouldn't be such rubbish at playing games.

MEGA-HACK

Sutton's **Jon North** and Scarborough's **Dean Ashton** both sent me similar Firebird *Hack* programs, so me, being the artist that I am (no cheap jokes here, please), pasted the two together into one ginormous great hack. What you need to do, is type in the main program, then bolt on the other bits of data for whatever game you're playing.

```
  10  REM FIREBIRD MULTIHACK by
  20  REM DEAN ASTON/JON NORTH
  30  CLEAR 3e4: LET w=0: LET t=
0
  40  FOR i=32873 TO 32936: READ
 a: POKE i,a
  50  LET t=t+w*a: LET w=w+1: NE
XT i
  60  IF t<>279799 THEN  PRINT "
ERROR IN DATA": STOP
  70  FOR i=i TO 1e9: READ a
  80  IF a<999 THEN  POKE i,a: N
EXT i
  90  RANDOMIZE USR 32873: LOAD
""
 100  DATA 42,168,128,237,91,168
 110  DATA 128,19,1,1,1,62,128
 120  DATA 119,237,176,62,129,23
7
 130  DATA 71,237,94,201,229,213
 140  DATA 197,245,175,50,18,91
 150  DATA 42,170,128,126,254,19
5
 160  DATA 32,18,33,172,128,237
 170  DATA 91,170,128,1,50,0,237
 180  DATA 176,62,63,237,71,237
 190  DATA 86,241,193,209,225
 200  DATA 255,201,0
 210  REM Put DATA lines HERE!
```

FLYING SHARK

```
 210  DATA 0,129,172,91
 220  DATA 62,201,50,190,212: RE
M INFINITE LIVES
 230  DATA 62,3,50,77,212: REM I
NFINITE SMART BOMBS
 240  DATA 33,0,0,175,50,13,236,
34,14,236: REM MAX FIREPOWER
 250  DATA 195,58,158,999: REM E
ND MARKER
```

BUBBLE BOBBLE

```
 210  DATA 0,129,213,91
 220  DATA 62,52,50,95,171: REM
INFINITE LIVES
 230  DATA 195,188,245,999: REM
END MARKER
```

THE SENTINEL

```
 210  DATA 0,129,177,91
 220  DATA 33,62,150,34,202,126,
62,150,50,58,133,34,31,146,175,5
0,114,146: REM INFINITE ENERGY
 230  DATA 195,0,221,999: REM EN
D MARKER
```

DOWN TO EARTH

```
 210  DATA 0,129,207,91,175
 220  DATA 50,135,155: REM INFIN
ITE STEPS
 230  DATA 50,250,151: REM INFIN
ITE BOMBS
 240  DATA 50,205,156: REM INFIN
ITE LIVES
 250  DATA 50,125,157,50,126,157
: REM INFINITE TIME
 260  DATA 62,205,50,147,156: RE
M MYSTERY POKE!
 270  DATA 195,140,156,999: REM
END MARKER
```

I BALL

```
 210  DATA 0,129,210,91,175
 220  DATA 50,13,192,50,150,190:
 REM INFINITE LIVES
 230  DATA 50,175,186: REM INFIN
ITE SMART BOMBS
 240  DATA 50,75,193: REM INFINI
TE TIME
 250  DATA 195,56,205,999: REM E
ND MARKER
```

STARFOX

```
 210  DATA 0,129,204,91
 220  DATA 175,50,36,140: REM IN
FINITE FUEL
 230  DATA 195,31,231,999: REM E
ND MARKER
```

KICKBOXING

```
 210  DATA 0,129,196,91
 220  DATA 175,50,196,217,50,165
,221: REM INFINITE ENDURANCE
 230  DATA 195,9,217,999: REM EN
D MARKER
```

PARK PATROL

```
 210  DATA 0,129,207,91
 220  DATA 175,50,189,210: REM I
NFINITE LIVES
 230  DATA 195,32,203,999: REM E
ND MARKER
```

NOMAD +3

Yaah! Here it is, the moment you've been waiting for... the first +3 hack! Chugghhxxghghh! (Sort of applause type sound — well you try and spell it!) It's for *Nomad +3* and it has been done by **Terry Mancy**, who'd also like to say hello to class Effe IX at Plymouth College of Further Education. Well done, Terry!

```
  10  REM NOMAD+3 HACK by TERRY
MANCEY
  20  CLEAR 25534
  30  PRINT "INSERT NOMAD DISK,P
RESS ANY KEY": PAUSE 0: CLS
  40  LOAD "NOMAD.BIN"CODE
  50  POKE 40703,0
  60 PAUSE 25:  RANDOMIZE USR 31
520
```

FRUIT MACHINE

Fruit, hmmmmm! That stimulates my spontaneous wit! What do you do if you find a blue banana? Try and cheer it up! Ha-ha-ha-ha! **Jason Hughes** hacked this one for infinite money. Cheer it up! That's a cracker!

```
  10  REM FRUITY HACK by JASON H
UGHES
  20  LOAD ""CODE 16384
  30  FOR n=23296 TO 23312: READ
 a: POKE n,a: NEXT n
  40  DATA 55,62,155,221,33,123
  50  DATA 95,17,130,158,205,86
  60  DATA 15,175,50,234,192,201
  70  RANDOMIZE USR 23296
  80  RANDOMIZE USR 53019
```

LAZER-WHEEL

A.D. Green has honoured us with his POKE for the cheapie *Lazer-wheel.* Follow the crash preventor to get it to work.

```
  10  REM LAZER-WHEEL HACK by A.
D.GREEN
  20  CLEAR 25000
  30  LOAD ""CODE 16384
  40  LOAD ""CODE
  50  POKE 32849,0
  60  RANDOMIZE USR 32768
```

MOUNTIE MICK

Next, a right couple of wallies by the names **Graeme Allen** and **Martin Milner** who, in between slavering over T'zer, have come up with a cheat for *Mountie Mick*. Just press K while playing, to be immune to bullets.

POWERLOAD

Master-hacker, **Jon North**'s back again with yet another one of his multi-hack programs, this time for the powerload protection system. It should be used in the same way as the Firebird one.

```
   5  REM POWERLOAD HACK by JON
NORTH
  10  CLEAR 3e4: LET t=0
  20  FOR f=23296 TO 23438
  30  READ a: POKE f,a
  40  LET t=t+(f-23286)*a: NEXT
f
  50  FOR f=f TO 1e9: READ a
  60  IF a>256 THEN  GO TO 90
  70  POKE f,a
  80  LET t=t+(f-23429)*a: NEXT
f
  90  IF t<>a THEN  STOP
 100  RANDOMIZE USR 23296
 110  DATA 237,123,143,91,221
 120  DATA 42,145,91,17,144
 130  DATA 1,62,7,55,205
 140  DATA 86,5,48,241,42
 150  DATA 145,91,1,0,2
 160  DATA 126,237,103,35,11
 170  DATA 120,177,32,247,42
 180  DATA 145,91,58,145,91
 190  DATA 14,18,129,35,119
 200  DATA 35,116,1,13,0
 210  DATA 9,54,32,35,54
 220  DATA 247,35,54,201,33
 230  DATA 67,91,229,42,145
 240  DATA 91,233,42,145,91
 250  DATA 1,35,0,9,17
 260  DATA 208,92,1,50,0
 270  DATA 237,176,33,105,91
 280  DATA 17,1,93,1,100
 290  DATA 0,237,176,195,208
 300  DATA 92,1,96,54,82
 310  DATA 50,17,14,12,24
 320  DATA 42,41,93,1,119
 330  DATA 1,9,54,195,33
 340  DATA 22,93,229,42,41
 350  DATA 93,1,78,1,9
 360  DATA 233,42,43,93,54
 370  DATA 201,33,45,93,229
 380  DATA 42,41,93,1,129
 390  DATA 1,9,233
 400  REM Put DATA lines HERE!
```

RED LED

```
 400  DATA 193,93,47,254,228,255
 410  DATA 175,50,114,127,50,184
,1124,50,233,163,62,201,50,234,1
27: REM INFINITE ENERGY+TIME
 420  DATA 49,191,93,237,86,233,
991085: REM END MARKER
```

TRIAXOS

```
 400  DATA 170,95,16,132,172,133
 410  DATA 175,50,74,167: REM IN
FINITE ENERGY
 420  DATA 49,62,253,237,86,233,
939963: REM END MARKER
```

MULTIFACE CORNER

BUBBLE BOBBLE	43871,52	LIVES
DEATHSCAPE	50752,0:51186,0	EVERYTHING!
DRUID II	30012,58	ENERGY
FLYING SHARK	54462,201	LIVES
	54379,3	SMARTS
FRUIT MACHINE	49386,0	MONEY
HOW TO BE A COMPLETE...	65356,195: 34582,62	ENERGY
JET BIKE SIM	27156,201	ALWAYS QUALIFY
KNIGHTMARE	38686,16: 38693,16	ENERGY
MASTERS OF THE UNIVERSE	42173,0	ENERGY
	51406,0	LIVES
PHANTOM CLUB	49803,237	ENERGY
RED LED	32626,0: 31928,0: 41961,0	ENERGY
	32746,201	TIME
TANTACUS	42826,0	ENERGY

DEATHSCAPE

```
 400  DATA 180,95,43,251,202,252
 410  DATA 175,50,64,198,50,242,
199: REM INFINITE EVERTHING
 420  DATA 49,255,95,237,70,233,
950018: REM END MARKER
```

YS SCROLLING CREDITS

Yes... it's that time again (not just now I've got a headache)... when we honour all those late senders of hacks: **Neil Hopkinson, Paul Slavin, Dan Nielson** (Bridgette?), **Stephen Burden, Manuel Rodrigez, Karsten Wekdingth, Matt Barker, Rob** and **Stephen Bird.**

CRASH PREVENTOR

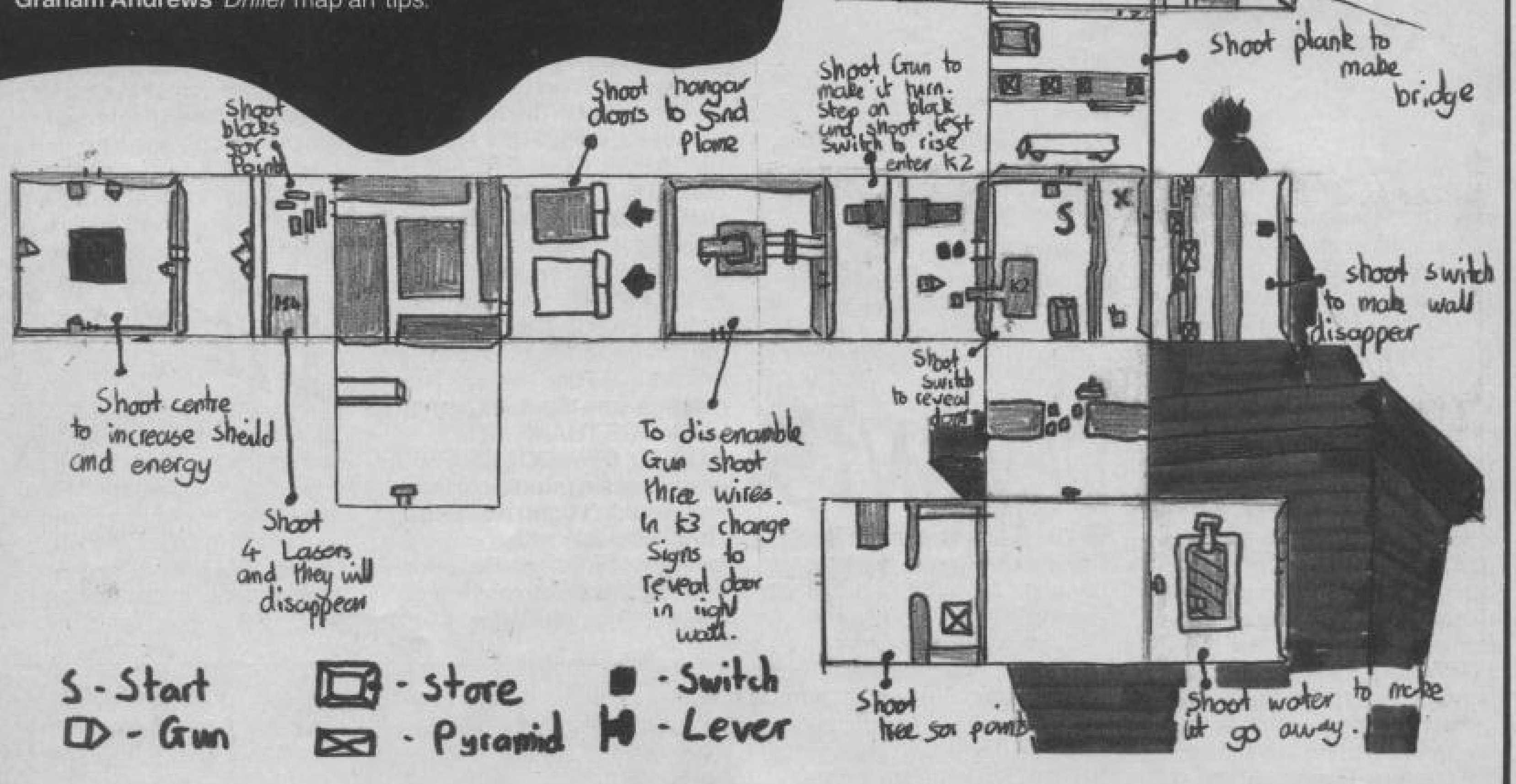
Follow these easy and dead sensible steps to achieve a working hack:

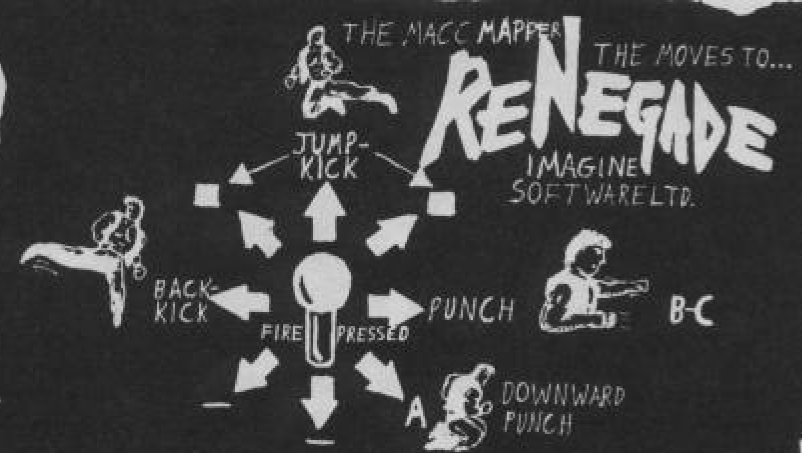
1 Type in the hack program exactly how it is printed.
2 Save off the program for later use.
3 Rewind the game tape to the start.
4 Run the hack program.
5 If data error appears, check the numbers (go back to 1).
6 If integer out of range appears, then check you've put commas in between the game tape.
7 Play the game tape.
8 Teach those aliens a thing or two with your... er... joystick! (oo-er).

And finally... that's it! See ya next month! Until then keep hacking, and cracking and sending your POKEs, to David McCandless, Practical Pokes, *YS*, 14 Rathbone Place, London W1P 1DE. Hear from you soon!

DRILLER THE MAP

Hey, I knew printing that *Driller* thing a couple of issues back would have a knock on effect. And unlike certain other magazines, I'm more interested in being best rather than first. So ner. There I've said it. But enough of this, and let's see **Graham Andrews'** *Driller* map an' tips.





PUNCH – WHEN AT THE RIGHT POINT PRESS PUNCH REPEATEDLY.
JUMPKICK – ONE JUMP-KICK WILL FLOOR OPPONENT.
BACK-KICK – TWO BACK-KICKS SHOULD FLOOR OPPONENT.
A – STAND ABOUT THE OPPONENTS CHEST, THEN PUSH DIAGONALLY AND PUNCH.
B – KNEE – WHEN PUNCHING YOU MAY SUDDENLY GRAB THE OPPONENT. WHEN THIS HAPPENS PRESS FIRE TO KNEE.
C – THROWING – AFTER KNEEING ONCE, PUSH THE OPPOSITE DIRECTION AND FIRE.

RENEGADE BEST MOVES

ENEMY	YOUR MOVE	HITS WITH MOVE	LEVEL
NORMAL BADDIES	PUNCH	ROUGHLY SIX	1
ARMED BADDIES	JUMP-KICK	ONE	1
GANG LEADER	PUNCH	QUITE A LOT	1
BIKERS	JUMPKICK	ONE	2
NORMAL BIKERS	PUNCH	ROUGHLY SIX	2
ARMED BIKERS	JUMPKICK	ONE	2
GANG LEADER	PUNCH	QUITE A LOT	2
MARAUDERS	JUMPKICK	ONE	3
BIG BERTHA	JUMPKICK	MILLIONS OF'EM	3
KNIFERS	JUMPKICK	ONE	4-5
GANG LEADER	JUMP-KICK	TONS!	5

Okay, okay! This is the very last *Renegade* tip I'm ever printing, alright? I've had so many tips for this game, I just can't begin to explain. And I nearly didn't print this map, from the omnipresent **Macclesfield Mapper**, on account of the letter that came with it. **"After seeing that you obviously don't know the moves in *Renegade*, I decided to post you this brilliant ('cos I did it!) direction guide."** Ego the size of King Kong's kneecap or wot, eh swaggerers? Still, handy reference guide, all the same.

RAMPAGE

Things to eat	Things NOT to eat
Melons	Poison
Chicken	Telly
Wine	Cactus
Pot Plant	Toilet (?)
Cup Of Tea	
People	
Bulb	
Money	
Battery	

GGUUUURRRAAAAAGGG-GGHHHHHH!!!!! Haylp! It's the monster! It's eating everything in its path! What are we going to do, Professor? Is this the end of civilisation as we know it? Well, no, but it might be some *Rampage* tips from **Seth Walker**. **"On a one player game, punch the open windows then destroy buildings. On a two player game, one player should punch the open windows while the other destroys the buildings. On a three player game, one player punches the open windows, another player destroys the buildings, and the last player punches the helicopters, cars, tanks, etc. It is possible to jump and then punch in mid air, which is useful for getting low flying helicopters. Share food on 2/3 player games. And there you go."** Well, brillo, me old movie monster. Now watch out, 'cos there's a man with a tube of Chewits coming this way! (Clump, clump, clump . . .)

DEVIANTS

Did you enter the 'I'm So Deviant My Socks Look Like Bananas' Compo? Ya did? Then you might well win a copy of *Deviants* in which case you'll love this bit of a *Deviants* tip from me old mates **Stu** and **Jet** from **Hitchin**, the jolly old Hitchin Hackers! (My fellow countrymen, as I'm a Hertfordshire man meself!) Take it away, Stu. **"We have found some codes for transporters on *Deviants* by Players:**

DIZZIDUS	**DENZIENT**
CERBURUS	**TROLLDOR**
DEVIANTS	**CYBERNIA**
VESTRONA	**JABBADOR**
ZACARONT	**XANTHIUS**
EXCELSOR	
AURIGUIS	**GUZZLOID**
ELECTRIX	

DARK SCEPTRE

Hey, it's the jolly old *Dark Sceptre*, again. I'm not sure whether this is my province or the Troll Supremo's (That's *Mike Gerrard*, Tipsters), but I s'ppose it'll be alright. Off you go then, **Ron White**, me old china plate, me old cucumber, me old tentacle on a stick . . . waaahhh! What's happening to me. I seem to be talking gibberish . . . *(So what's new? Ed)* **"Ahem, about my tip . . ."** Oh yes, go ahead while I beat Teresa over the Ed . . . **"At the end of the game, a blast of music plays, and the message comes up:**
The evil has failed,
Of the sceptre dark,
Your victory to hail,
In triumph we march.
(Who wrote this cruddy poetry? Wurgh!)
Then all the characters from the game (even the dead ones) march across the screen. You then have to load a saved game to continue. To complete the game, all I did was send the mystic and all the other characters to the south east of the map. I also gave PROTECT YOUR OWN MYSTIC to some Thralls, 'cos if your mystic dies you're lost. Then I sent the mystic out with the following commands: PETRIFY REAPER UMBARGS, CURSE REAPER UMBARGS, CHARM REAPER UMBARGS. On his way tracking the Reaper he came across and was cursed by Tyrain's Mystic. So I charmed him to my side, then gave him the above commands too. By this time all I had left was two mystics, one thane (I charmed UMBARGS THANE TO MY SIDE, MY OWN GOT KILLED), one assassin (stuck in a fight that wouldn't fight) and one Thrall who was with the mystics. I found the Reaper on WINBALS WAY, as I always do. The wizards petrified and cursed him, but he still set about the Thrall. But the Thrall won! So I gave the Thrall the order to GRAB DARK SCEPTRE. Then it was music, poem, men, the end!

Tips:
1. Keep your mystic alive, and charm other mystics to your side if possible. In fact, charm anyone to your side if possible.
2. Always have a thane, and charm one if you lose yours.
3. Don't waste time hunting any objects, they're no use. (I didn't need any!)
4. At the start get the trall, before he gets his brains kicked out, and command him to STALK UMBARGS REAPER.
5. Always watch the mystic, so you can see trouble coming. If it moves, CHARM it, especially if it isn't one of your men." *(Eh? Ed)*

Well thanx there Ron. And it only took you seven days to complete. Cor flip, that Mike Singleton knows how to cram the old Speccy full of stuff, dunnee?

MATCHDAY II

I was wondering when someone would get around to doing some tips for this corky old footy sim. And sure enough, **Paul Tracey** has come up with the goods. Over 'ere son, on me 'ead . . . **"When you have a corner on the right you push the joystick, or press the button on your computer left, and press fire, and then you have a player at the far post from the corner spot and you've scored! When you play the computer and you have the ball near your goal, then just make the ball roll over the line beside the corner spot and when they take the throw, they will throw it off and give you a goal kick."** Rrrrrraaaaoooaooooorrr!!! And the crowd goes bonkers! It's there! Rrrrr . . . strawnery!

BYE, Y'ALL

And that, as they quite rightly say (and why not), is that! If you have any hints and tips, then send them to me, Phil Snout, at the following address: Phil South, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got Big Tips' badge. Yay!

I'VE GOT BIG TIPS YOUR SINCLAIR

screenshots from arcade machine


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IT'S HOT!
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screenshots from arcade machine

YS MEGAPREVIEW

VIXEN

Armed with whips and chains, that sly old fox *Tommy Nash* hacks his way through the jungle in search of a woman. Wahay!

And worra woman! No, I'm not talking about the Ed, this is the sultry Vixen I'm after, star of Martech's pulse-racing new arcade adventure. Vixen is one foxy lady (you should be able to see that for yourselves), who's been raised by a pack (school? swarm? trouserpress?) of foxes, in the world of Granath, in a parallel universe. Unfortunately the planet Granath has been taken over by rampaging reptiles of the prehistoric kind and only a few mammals are left. All human forms have been wiped out —except the voluptuous Vixen, half woman, half fox (and half knackered by the look of it), who stalks the land, battling with the dinosaurs, armed only with her trusty whip.

You take the part of Vixen and begin the game wandering across the surface of the planet trying to collect Fox Time so that you can enter the fox-hole at the end of the level. (There are 32 levels in all and eight scrolling screens per level, so you've got a lot of exploring to do.)

Fox Time, along with other bonuses and goodies, can be found hidden within stones scattered about the planet's surface. These you must crack open with your whip (fnar) to reveal a hidden gem which you collect by moving over them. Sounds pretty simple, dunnit?

But don't let that fox you, 'cos you'll come face to face with billions of truly gruesome prehistoric creatures that'll fly, crawl and bounce their way towards your total destruction. Not only that —there are pits of fire and water and deep ravines to be avoided too, and all in under two minutes! If you manage to collect 100 seconds of Fox Time without losing all your six lives, you can then enter the fox's den at the end of the upper level, where your womanly form will be transformed into a fox. You can now go underground into the lair to pick up a few bonuses.

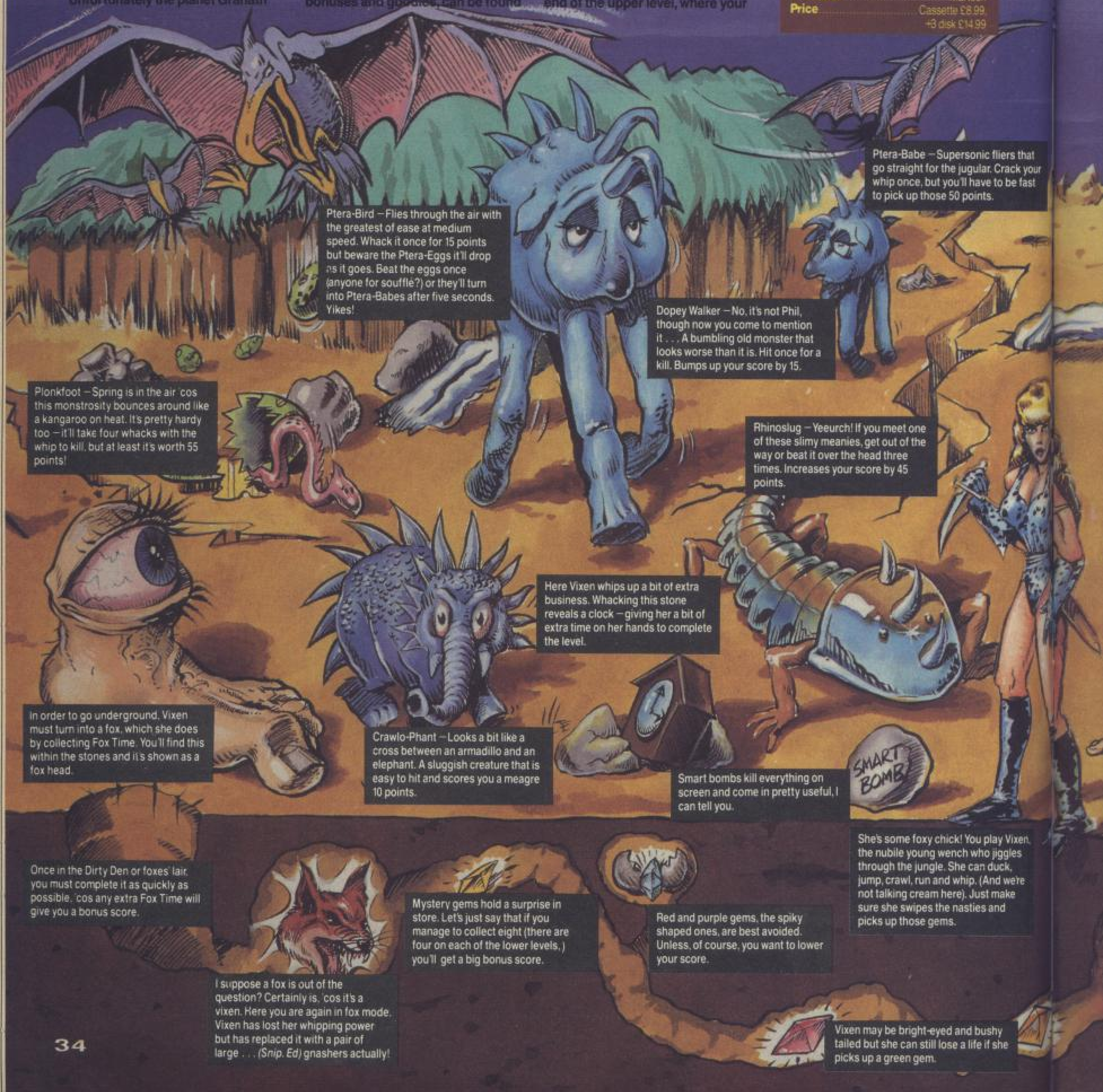
Here there are no nasties to avoid, though there are plenty of volcanic pits and ravines, and you must bite at the stones carefully, selecting the gems to collect, as some of them will do you no good at all. Finish this level in the Fox Time allowed and you'll then transform back into Vixen, the woman, and go above ground to the next level.

The animated graphics in the preview copy I saw were superb, which isn't surprising since they were all digitised from the real thing.

Martech's new arcade blockbuster, *Vixen* has it all —fast action, superb scrolling and true to life animation that'll have you panting for more (fnar, fnar).

FAX BOX

Game	Vixen
Publisher	Martech
Price	Cassette £8.99 +3 disk £14.99



Ptera-Babe —Supersonic fliers that go straight for the jugular. Crack your whip once, but you'll have to be fast to pick up those 50 points.

Ptera-Bird —Flies through the air with the greatest of ease at medium speed. Whack it once for 15 points but beware the Ptera-Eggs it'll drop as it goes. Beat the eggs once (anyone for souffle?) or they'll turn into Ptera-Babes after five seconds. Yikes!

Dopey Walker —No, it's not Phil, though now you come to mention it . . . A bumbling old monster that looks worse than it is. Hit once for a kill. Bumps up your score by 15.

Plonkfoot —Spring is in the air 'cos this monstrosity bounces around like a kangaroo on heat. It's pretty hardy too —it'll take four whacks with the whip to kill, but at least it's worth 55 points!

Rhinoslug —Yeeurch! If you meet one of these slimy meanies, get out of the way or beat it over the head three times. Increases your score by 45 points.

Here Vixen whips up a bit of extra business. Whacking this stone reveals a clock —giving her a bit of extra time on her hands to complete the level.

In order to go underground, Vixen must turn into a fox, which she does by collecting Fox Time. You'll find this within the stones and it's shown as a fox head.

Crawlo-Phant —Looks a bit like a cross between an armadillo and an elephant. A sluggish creature that is easy to hit and scores you a meagre 10 points.

Smart bombs kill everything on screen and come in pretty useful, I can tell you.

She's some foxy chick! You play Vixen, the nubile young wench who jiggles through the jungle. She can duck, jump, crawl, run and whip. (And we're not talking cream here). Just make sure she swipes the nasties and picks up those gems.

Once in the Dirty Den or foxes' lair, you must complete it as quickly as possible, 'cos any extra Fox Time will give you a bonus score.

Mystery gems hold a surprise in store. Let's just say that if you manage to collect eight (there are four on each of the lower levels,) you'll get a big bonus score.

Red and purple gems, the spiky shaped ones, are best avoided. Unless, of course, you want to lower your score.

I suppose a fox is out of the question? Certainly is, 'cos it's a vixen. Here you are again in fox mode. Vixen has lost her whipping power but has replaced it with a pair of large . . . (*Snip. Ed*) gnashers actually!

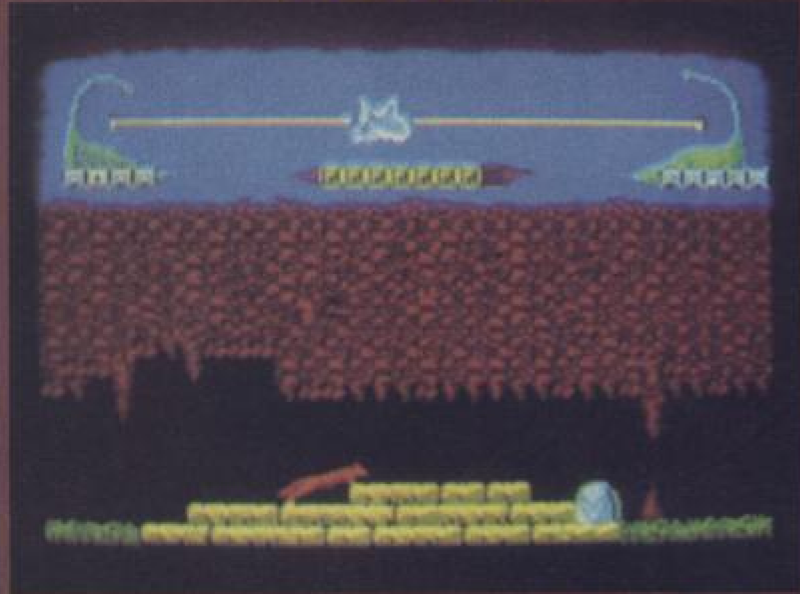
Vixen may be bright-eyed and bushy tailed but she can still lose a life if she picks up a green gem.

UP 'N' OVER



Cor it's Vixen and her walnut whip! The stone holder on the left needs a good whipping so our Vix can collect the gem inside. Hopefully it'll increase her Fox Time, shown at the top of the screen. Look out though 'cos there's an aardvark about! Or is it a kangaroo?

DOWN UNDER



What a transformation! Vixen is more than a foxy lady, she's a fox. Armed with her super gnashers she must explore the underground lair picking up valuable gems. On the right hand side of the screen all bonuses collected are displayed, whilst the collector gems are shown centre top.

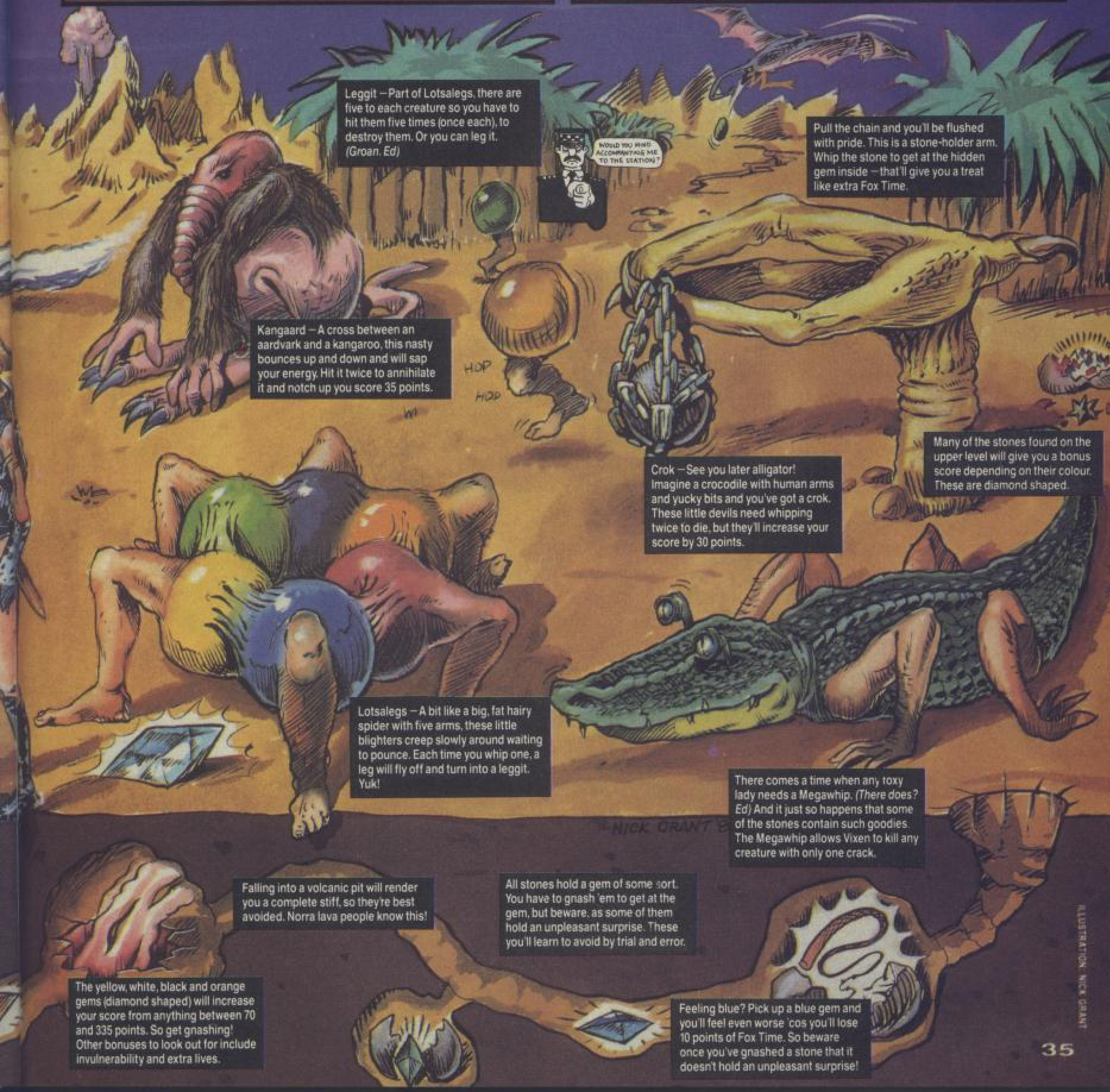


ILLUSTRATION: NICK GRANT

THE NEW SINCLAIR HAS ONE BIG DISK· A



THE SINCLAIR ZX SPECTRUM + 3 WITH 6 FREE GAMES AND A JOYSTICK.

"... And from beyond the grave, ladies and gentlemen, please welcome ... L Ron Hatstand!" "Thank you, thank you, thank you. Now before you make out your cheques to the L Ron Hatstand First Church Of Spectrology Inc (cheque card numbers on the back, please), let's pause awhile and enjoy the meatiest, streetiest and beatiest treat in your fave Speccy mag. 'Cos yes, it's ..."

STREE

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	*Platoon*/Ocean
2	(1)	*Out Run*/Sega-US Gold
3	(2)	*Match Day II*/Ocean
4	(5)	*Garfield*/The Edge
5	(9)	*Magnificent*/Ocean
6	(3)	*Combat School*/Ocean
7	(4)	*Gunship*/Microprose
8	NE	*720°*/Code Masters
9	(7)	*Gary Lineker's Superstar Soccer*/Gremlin
10	RE	*Renegade*/Imagine

Impressive chart entry for *Platoon* — will we be seeing more games in those large cardboard boxes as a result? And although it's been in and out of the Gallup weekly top ten, *720°* finally makes it into *YS*. But it's not exactly a fast moving chart at the moment —eight out of these ten games were out before Christmas!



PLATOON

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	*Kik Start 2*/Mastertronic
2	NE	*Ghostbusters*/Ricochet
3	(3)	*Super Stuntman*/Code Masters
4	NE	*Way Of The Exploding Fist*/Ricochet
5	(8)	*Dizzy*/Code Masters
6	(2)	*ATV Simulator*/Code Masters
7	RE	*Pro Ski Simulator*/Code Masters
8	(4)	*Fruit Machine Simulator*/Code Masters
9	RE	*Soccer Boss*/Alternative
10	(6)	*Grand Prix Simulator*/Code Masters

Charts compiled for *YS* by Gallup.

ADVENTURES

This Month	Last Month	Game/Publisher
1	RE	*Rigel's Revenge*/Mastertronic
2	NE	*Excalibur*/Alternative
3	(1)	*Knight Orc*/Rainbird
4	RE	*Jewels Of Darkness*/Rainbird
5	(2)	*Football Frenzy*/Alternative

Chart compiled by Roger Hulley at R&R Distribution

COMICS

1 ***Hulk*** (Marvel) no. 344
2 ***Daredevil*** (Marvel) no. 255
3 ***Action Comics*** (DC) no. 600
4 ***Amazing Spiderman*** (Marvel) no. 301
5 ***X-Men*** (Marvel) no. 230
6 ***Grendel*** (Comico) no. 17
7 ***Hellblazer*** (DC) no. 6
8 ***Doctor Zero*** (Epic) no. 1
9 ***American Flagg*** (First) no. 2
10 ***Nexus*** (First) no. 45

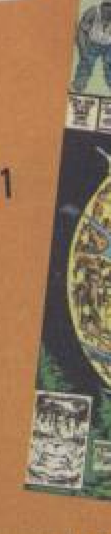


Chart supplied by Chris Campion at Virgin Comics

● S'funny, but for the last couple of months there's been hardly any movement in the chart, and now it's all gone haywire. *The Incredible Hulk* (... you know the big grey guy who used to be green?), shoots into first place, with a ripping yarn about Bruce Banner's love life turning sour and a bunch of aliens or mutants (can't decide which), who steal a gamma bomb. Dunno what one o' them is, but it sounds wicked. A disturbing trend in the mainstream comics, and that is that they're all a bit sentimental, and the action is very restrained. Even the *X-Men* at their customary no. 5 slot, are a bit feeble this issue, with a sort of Christmas story ... whaat? In the June issue? Well, I definitely saw a Christmas tree in there. Their exile in the land of the 'dead' will be a short one I hope, 'cos all they seem to do at the moment is pat each other on the back, get bored, and have their usual round of outrageously dangerous training sessions. I'm gittin' a bit fed up with this Marvel, how 'bout a real story?

Nice to see *Daredevil* popping in this time, at the no. 2 slot. An old fave of mine, he seems to be getting the same treatment that Batman got in the *Dark Knight* books, which if Batty's success is anything to go by, can be no bad thing. Interesting to see Superman's *Action Comics* nipping in as well, as the chart does seem to be a bit Marvel dominated. And Supès was after all, the *first* superhero comic 50 years back. Comico are in with *Grendel*, and *Hellblazer* is back again with its gothic, demonic, yuppies destroying the world, as is last month's hi-scorer Howard Chaykin, this time with another of his all-american heroes, *American Flagg*. (Bleaurgh!)

A lively chart, and a lot of brill comics to look out for.

Phil Snout

This month's Lightbulb Joke comes from Laurence Sheedman
Q. How many Irishmen does it take to change a lightbulb?
A. 10,000! 9,999 to twist the house and one to hold the bulb!

Arcade Games

This Month	Last Month	Game/Publisher
1	(1)	*Operation Wolf*/Taito
2	(2)	*Street Fighter*/Capcom
3	NE	*Vigilante*/Irem
4	RE	*WEC Le Mans*/Konami
5	NE	*Twin Cobra*/Taito
6	(6)	*Xenophobe*/Bally
7	(5)	*Guerrilla Wars*/SNK
8	NE	*Shinobi*/Sega
9	NE	*Thundercade*/Taito
10	NE	*Ninja*/Taito

Chart courtesy of *Worlds Fair* magazine.

ET LIFE

TOP TEN 'HOLY' CLICHES AS USED BY THE BOY WONDER ON T.V.

1. Holy Priceless Collection Of Etruscan Snoods!
2. Holy Astringent Pomegranite Fruit!
3. Holy Bouncing Boilerplate!
4. Holy Hole-In-A-Doughnut!
5. Holy Unrefillable Prescriptions!
6. Holy One Track Batcomputer Mind!
7. Holy Underwritten Metropolis!
8. Holy Interplanetary Yardstick!
9. Holy Molehill!
10. Holy Contributing To The Delinquency Of Minors!

Quick, Robin, to the Batcave! Thanks to Nicholas Young, who's obviously been watching TV-am a bit recently. I'll be right there, Commissioner.

TOP TEN STATIONS FOR TRAINSPOTTING

1. Crewe
2. London Euston
3. King's Cross
4. Doncaster
5. Kensington Olympia
6. Newcastle Central
7. Glasgow Central
8. Norton Bridge
9. Manchester Piccadilly
10. Carlisle

...AND THE TEN WORST STATIONS

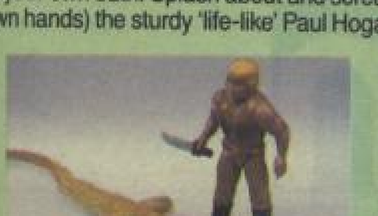
1. Oldham Clegg Street (especially since it's been turned into a warehouse)
2. Oldham Werneth
3. Llandudnu Victoria
4. Scrabster
5. *Your Sinclair* mag ('cos there's norra lorra trains there)
6. Besses-o'-th'-Barn
7. Failsworth
8. Skegness
9. Hutton Cranswick
10. Markinch for Glenrothes

Two from Paul Jones, who's obviously come a long way since, Do Wah Diddy Diddy Dum Diddy Do. There's a badge and a game on its way express, Paul! *(Groan. Ed)*

MAKE IT SNAPPY!

Question: What can you buy for the most incredibly fearless person in the world??
Answer: The most incredibly dangerous 'thing' in the whole world: The Paul Hogan 'Down Under' Crocodile grappling kit!

Crocodile grappling, once a pastime confined to the outer reaches of Australasia (and a few other dodgy places), can now be re-enacted in the comfort of your own bath. Splash about and scream hysterically as (aided by your very own hands) the sturdy 'life-like' Paul Hogan figure bravely plunges his knife into the fleshy underbelly of the wildly thrashing 'croc'! Oh no, the croc's only been slightly wounded — where's it gone?? It's over there under the sponge. Yaargh!!! Quick, get out of the bath before your wibbly bits get chomped . . . Bllyaaaaaarrrgh!!! Too late! Crikey, all this excitement (and more) for only £2.50. Worra bargain.



Rachael's back row film reviews

Three Men And A Baby (PG)

Tom Selleck, Steve Guttenburg, Ted Danson

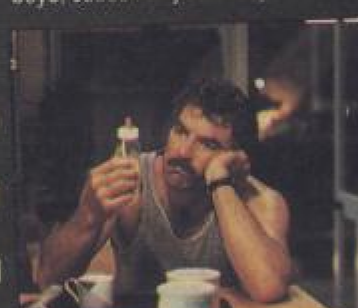
Regular readers will know that I rate babies on a par with April weather – wet and windy. And it doesn't help that, being a woman, I'm expected to know how to handle the little terrors instinctively! That's why a movie in which a single mother dumps one of these screaming, peeing, shi . . . err – food processing pests on a trio of confirmed bachelors is sure to get my vote.

Only one of them is the father, naturally, *(It would hardly be natural if all three of them were! Ed)*, but he's away in Morocco making a movie, so the cartoonist and the architect (yippee, yuppies) have to start at the bottom. Yes, the first Krypton Factor test is how to change a nappy, followed by keeping nipples sterilized – on the bottles, dummy!

As if this wasn't enough, the trio's apartment is being used for a drugs drop without their knowledge. Cue confusion all round. When the dealers arrive to collect the dope, they depart with the wrong bundle! That's where it all gets *really* frantic. The hoods want their drugs, the police want the hoods – and the three men just want their baby back.

Despite the stinky diapers, they weaken, the saps. There's a moral in there about settling down and facing up to your responsibilities. But what the heck, the kid's a lot cuter than the kidnappers and you'll laugh yourself silly as these 'together' guys go all to pieces when faced with the most basic tasks . . . at least I did!

But I do feel Selleck, Guttenberg and Danson – who live in the sort of apartment I'd kill for – should be messing around with older girls. Goo, goo, goo. You get the hint boys, cause I'm your baby!



Bellman And True (15)

Bernard Hill, Kieran O'Brien

The hunt is on! Hiller has returned to London a marked man. A gang of robbers paid him for information about the security system at the bank where he worked, but instead of the paperwork they expected, he delivered a tape of computer data before vanishing with his young stepson. Now they have him again – and they won't let him go before he decodes it.

Bellman And True is a brilliant new thriller, with great performances, enough ingenious twists to keep you on the edge of your seat for two hours – and what's more, it's British! Forget those *Beverly Hills Cops* – cinematic crime pays dividends on this side of the Atlantic too, particularly when you've got Bernard (Yosser) Hill as the alcoholic systems operator.

Hiller and the boy are held captive by hardened professional



criminals in a vast, decaying mansion. He's not really dishonest – just a man who gets morose about a woman he still loves when he drinks too much. But he descends deeper into crime as he becomes increasingly invaluable to the gang, and eventually he's forced to accompany them on their nocturnal raid.

From his first attempts to hack the heavily protected tape, through the raid itself, (when he nobbles the close circuit cameras in the most ingenious manner) to the final showdown on a windswept beach in East Anglia, I was hypnotised. It's like playing *They Stole A Million* and *Hacker 2* simultaneously – only this time it's for real.

Yes, it does seem real, because instead of Hollywood cardboard cut-outs crashing cars, you believe in Hiller and his son, whose youth is being drained by the man's disillusion and self-pity. Even the gang leader, Salto, turns out to be more human than he seems.

And that title? Bellman and True were two of the legendary huntsman John Peel's hounds. This is probably the best heist movie ever made, so get on its trail immediately.

And now the end is near, as we face our final curtain. Curtain? What curtain? And where's the final curtain? In the front room? Or is it that fiddly one in the bathroom that you need to move the vase in order to get at? Anyway, enough of this, for it is as ever the end of *Street Life* for another month. If you'd like to see your wacky chart — or lightbulb joke — in print, send it at once to Street Life, YS, 14 Rathbone Place, London W1P 1DE. Anything we bung in wins a game and a YS badge!

YS CRAZYCOMPO

OVER 1,000 PRIZES MUST BE WON!

YSGOES AS MAD AS A HATTER!

Or a March Hare in May!

Batty, barmy, haywire, crackers! No we've gone stark raving mad! Completely hatstand! 'Cos we've got over 1,000 phrenetic prizes up for grabs in our Mad Hatter's Mid May Giveaway!

It's true! We've totally flipped our lids this time! We must be as nutty as a fruitbat, as daft as a brush, as loopy as a can of peas, as dotty as a potty! Positively dithyrambic even! Why? Well, just take a look at that huge pile of fabby prizes bursting off the Mad Hatter's tea table in the pixillated pic shown here. They're just waiting to be given away in this here huge, extensively gross, gigantic Crazycompo of ours.

WORRA WONDERLAND

And crazy you'll be too if you miss this! Even Alice was astonished. "Crumbs, just feast your eyes on all of those prizes!" she exclaimed, "Why these *YS* Compos just get bigger and bigger all the time, while I get smaller and smaller and everything gets curiouser and curiouser."

"You've been drinking!" accused the Mad Hatter manically.

"Only from the bottle marked 'Drink Me Quick,'" replied Alice.

"She's mad, she's mad, she's really really mad." squealed Michael Jackson, sorry, the Dormouse.

"Not as mad as *YS*." snurfle murfled the Mad March Hare with his cake hole stuffed full. "They must be completely demented to be giving away all these fabulous prizes from top software houses. Absolutely cuckoo!"

"Cook who?" asked the Dormouse sleepily. Suddenly the Cheshire cat disappeared leaving only a grin from 'ere to 'ere!

And you'll have a grin like the Cheshire cat when you hear what the prizes are. There's *Garfield* from The Edge, *Platoon* from Ocean, *Predator* from Activision, signed *Vixen* photos from Martech, *Ikari Warriors* from Elite, *Cybernoid* from Hewson, *Blood Valley* from Gremlin, plus T-shirts, posters, mugs and sweatshirts and loads, loads more. And it's a cinch to enter too!

SEND IN THE STRAIGHT JACKETS

All you have to do is go through the 20 questions below answering as many as you can. Once you've used your addled brains to work out the answers write 'em down on the coupon. Fill in your name and address, stick the coupon, or a photocopy, on the back of a postcard or envelope and send it to I'm As Mad As A Mad Hatter At A Mad March Hare's Tea Party In May Compo, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.



1. We're bonkers enough to be giving away 50 *Garfield* games and 100 *Garfield* posters from The Edge, if you can answer the following question. What is Garfield's fave Italian nibble?
a. Spag Bol
b. Sophia Loren
c. Lasagne

2. Boing! There are 100 Mega *Apocolypse, Nigel Mansell* and *Slaine* posters, as well as 50 signed photographs of *Vixen* to be won from Martech, if you can tell us what Nigel Mansell is famous for?
a. Ski Jumping
b. Motor Racing
c. Origami

3. We managed to convince Elite of our sanity just long enough for it to give us 30 copies of *Ikari Warriors*. If you want your own copy, tell us which is the regimental song of the Ikari Warriors?
a. Hush A Bye Baby
b. Fly, Eddie, Fly
c. Ikari, Dikari Dock

14. Feeling fruity, nutty, meaty or even beefy? Okay then, tell us what animal bacon comes from and you could win yourself one of 30 porky little copies of *Oink!* from CRL. Is it?
a. a pig
b. a supermarket
c. an aardvark

15. Identify the traditional yell made by pilots of crashing planes, trains and computer games, and win yourself one of five copies each of *Platoon* and *Firefly*, or six mugs and T-Shirts from Ocean. Is it?
a. July Day, July Day!
b. M'aidez, M'aidez!
c. Doris Day, Doris Day!

16. Up the pole, round the bend, in The Power House, and back to the *YS* office, armed with 25 copies each of *Dervish* and *Disposable Heroes* to give away. Just tell us the wattage of the lightbulb which illuminates the pages of *Street Life*. Is it?
a. Ben Watt
b. 100 Watt
c. You watt?

4. This is Virgin on the ridiculous! 100 *Dan Dare* posters to be won! All you have to do is tell us what trusty boys own comic the original *Dan Dare* appeared in all those years ago.
a. Jackie
b. The Starling
c. The Eagle (Is that you Eddie?)

5. Daffy Duck? Barmy Bear? Crazy Paving? Nope, it's Potty Piranha who is giving away 10 copies each of *Yogi Bear, Through The Trapdoor* and *Flunky*, if you can name Yogi Bear's buddy. Was it?
a. Boo Boo
b. Boo Who?
c. Don't cry, it's only a joke!

6. There's 20 copies of Cascade's *Frightmare* up for grabs, if you can tell us the name of the completely hatstand baddie who featured in *'Nightmare On Elm Street?'*
a. Freddie Kruger
b. Nigel Lawson
c. Eddie The Eagle

7. Hewson is as bananas as we are! 50 copies of *Cybernoid* can be won if you can answer the following tricky medical problem. Which of these can cause nasal problems?
a. Haemorrhoids
b. Adenoids
c. Clement Freud

8. There are 30 wacky copies of *Gunship* to be won if you can tell us what type of chopper features in the game.
a. A Kitchen Devil
b. Oo-er!
c. AH-64 Apache helicopter

9. There are 30 *Blood Valley* games from Gremlin on offer if you can name the most famous fruitcake from Transylvania. Was it?
a. Norman Tebbit
b. Count Dracula
c. Baron Münchousen



PHOTOGRAPHY: MARCUS WILSON-SMITH

10. The men in white coats (the ones from the lab stoopid!), said we could give away 20 Firebird games and 30 Firebird posters, if you can pick out the name of a recent Firebird release from the following.
a. Blue Bottle
b. Black Lamp
c. Green Grass

11. We must be completely cake-stand! Here are 20 copies of *Cage Match*, 20 copies of *Ghostbusters* and 20 copies of *Ball Blazer*, for those of you who can work out the answer to this. What do you get if you cross a Ghostbuster with a Ball Blazer?
a. a mess, if you do it in a blender
b. a Ghostblazer
c. F'nar, f'nar!

12. Win one of 10 Destiny sweatshirts, T-Shirts or mugs by completing this famous song title. 'You Are My . . .
a. 'Custard Cream That's Been Dunked In My Coffee.'
b. 'Cuddly Wuddly Straightjacket.'
c. 'Destiny.'

13. Mad we may be, but stingy, definitely not. To win one of 10 *Bards Tale* games, 20 Electronic Arts T-Shirts, 20 Electronic Arts Mugs or 100 Pegasus posters, simply tell us which of the following is a genuine quote from the true Bard himself?
a. "Now is the winter of our discontent, it's flippin' freezin'."
b. "If music be the food of love, Phil prefers a sarnie."
c. "Romeo, Romeo, wherefore art thou Romeo?"

NUTS TO YOU!

I'm no loopy, dotty crackpot. And to prove it here are my answers to your totally unhinged Crazycompo! Now send me a prize or I'll send round the men in white coats!

Q1	Q2	Q3	Q4	Q5 .....
Q6	Q7	Q8	Q9	Q10 ...
Q11	Q12 ...	Q13 ...	Q14 ...	Q15 ...
Q16 ...	Q17 ...	Q18 ...	Q19 ...	Q20 ...

NAME ....

ADDRESS ....

....

.... **POSTCODE** ....

In fact I'm so sane I'm going to examine the hairs on my palms, cut out the coupon (or copy) and send it to the I'm As Mad As A Mad Hatter At A Mad March Hare's Tea Party In May Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

17. 20 copies of Activision's *Predator* are up for grabs. All you have to do is tell us who starred in the feature film of the same name?
a. Rambo 'Fruitcake' Stallone
b. Arnold 'Beefcake' Schwarzenegger
c. Harry Cross

18. We've got bats in the belfry and 30 copies of *Star Paws* in the basement. Tell us the name of the wooky who starred in the film *Star Wars*, and one of Software Projects natty new games could be yours. Was it?
a. Chewbacca
b. Chewingum
c. Chew lookin' at me?

19. Those lunatics at Gremlin have got six *Andy Capp* beer glasses and 25 *Andy Capp* T-Shirt transfers to give away, if you can tell us, who is Andy Capp's wife?
a. Ebb
b. Flo
c. Tide

20. And we just couldn't call ourselves completely and utterly hatstand if we didn't offer 25 copies of US Gold's *Rolling Thunder* as the final mad giveaway in this mega Crazycompo. Just tell us what freak weather phenomenon hit Britain late last year. Was it?
a. Ian McGaskill
b. Sunshine
c. Severe wind

INSANITY CLAUSE

- All the inmates of Dennis Publishing, Elite, Ocean, Hewson and other software asylums involved in this compo have had compo entering privileges stopped until further notice.
- Argue with the Ed and you'll be hopping mad 'cos she'll break your leg.
- If you're late, you're late for a very important closing date of May 31st, you're a complete dipstick.

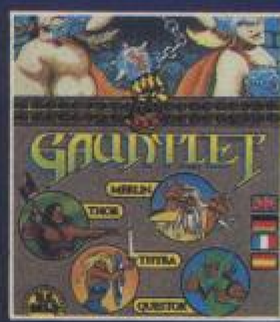
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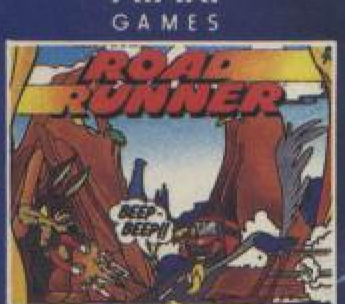
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ATARI GAMES





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SCREEN SHOTS

Right, yew 'orrible little oiks, throw away those easter eggs and pick up your joysticks, 'cos the Joystick Jugglers are back with another selection of the finest and fabbest in Spectrum gamin'. Atten-SHUN!



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

YOUR SINCLAIR MEGAGAME

CYBERNOID

Hewson/£8.99

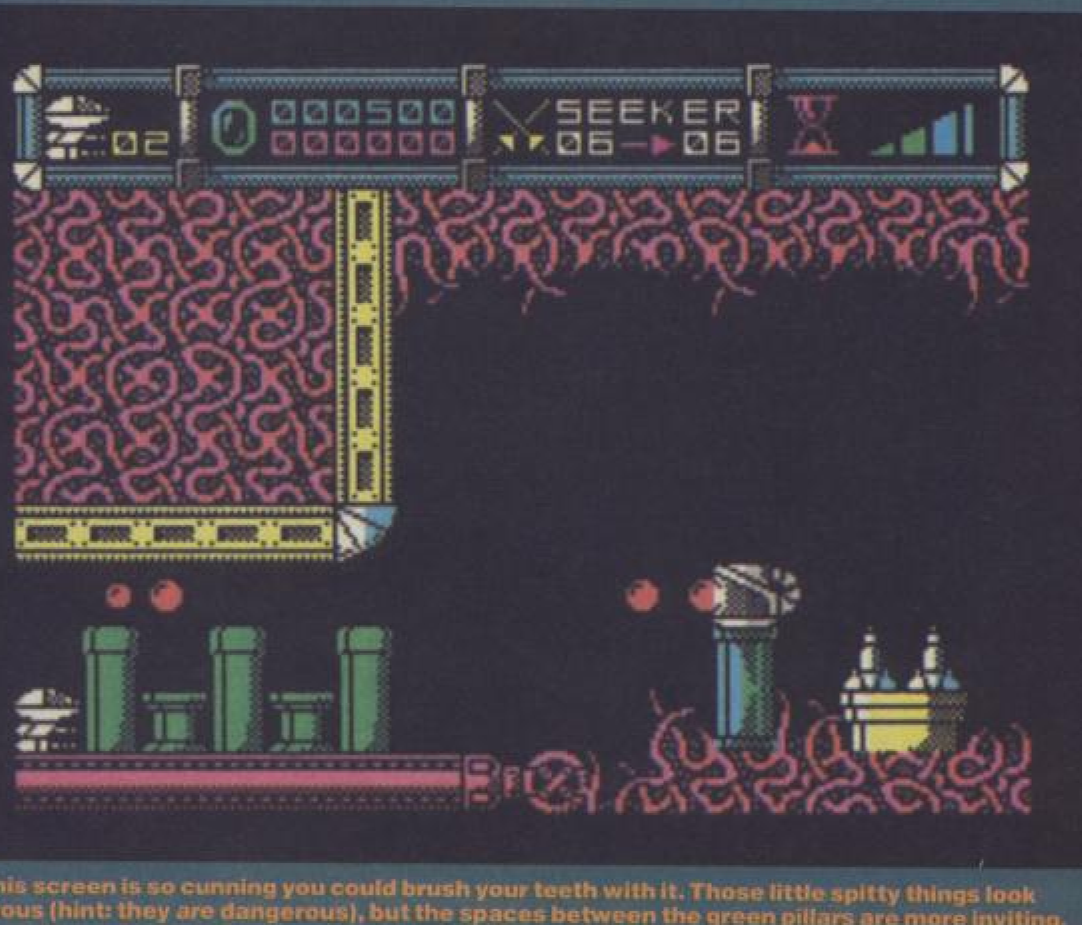
David Okay, take the best features from *Manic Miner, Equinox, Zynaps* and *Exolon*, plus a pinch of programming prowess (not forgetting the 'p' alliteration) and what do you get? *Miner Willy Meets Some Aliens Just As The Sun Crosses The Equator*? No! You get *Cybernoid — The Fighting Machine*.

But what have you really got? At first butchers it seems just like another mass carnage of extra-terrestrials game, but a long, lingering gawp (and perhaps a play or three) will tell you that this is a game of reflex, of judgment and of strategy, that will keep the hardest of the hard game players (ie me), quiet for weeks.

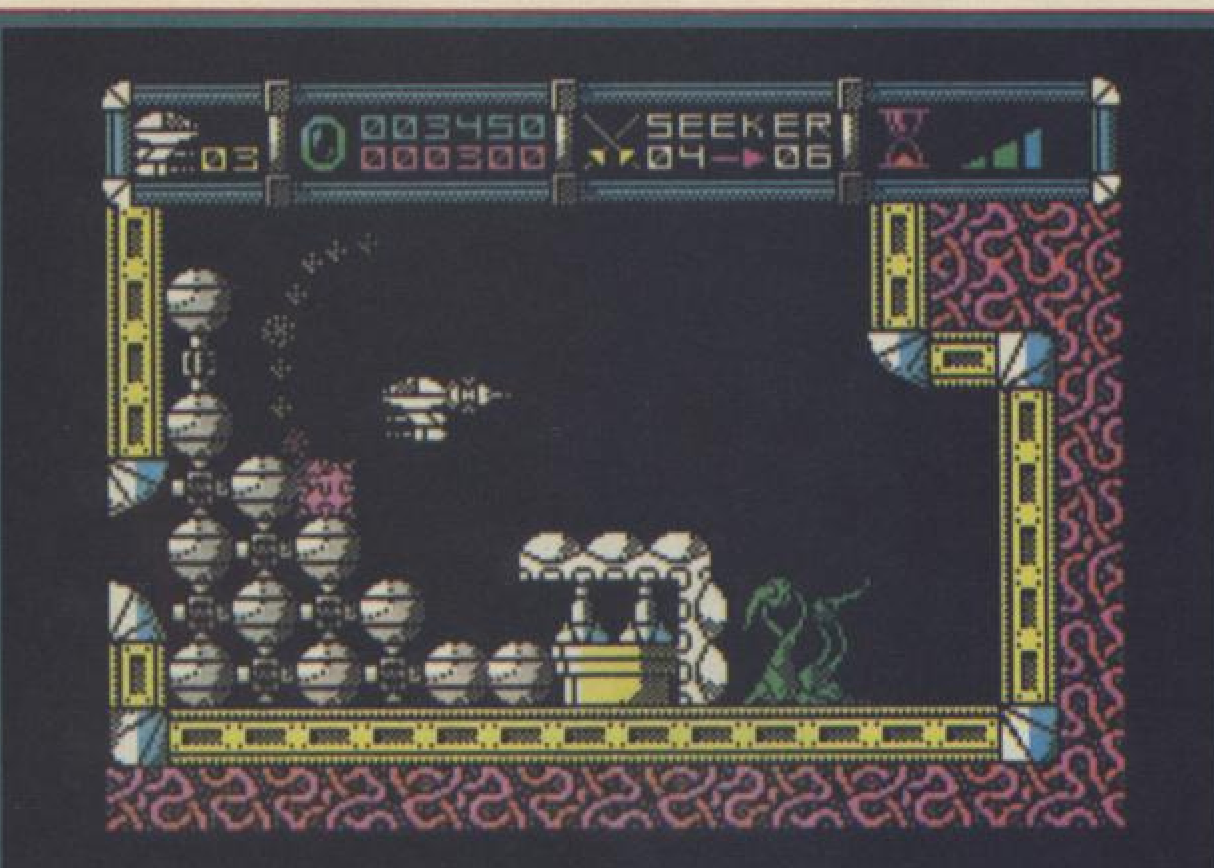
Apparently the Massive Federation Intergalactic storage depos (MFI to you), have been plundered by pirates. All the latest battle weaponry, minerals, jewels and ammo have been ripped off (definitely MFI!), leaving the Federation floundering in defencelessness. So who do they call? Yep, Cybernoid, who has five lives with which to deal with all the juicy planetary defence systems and pesky pirates (as well as the recurring 'p' alliterations). One word can sum up the graphics in this game: effervescent. From start to finish, each screen is strewn with bubbling and fizzing action: kaleidoscopic explosions, spinning pirates, stray laser beams, and some more explosions — the whole lot usually concentrating around your ship. The graphic design is very *Equinox/Exolon*-ish, but upgraded to complement this totally brilliant game.

As seems the trend these days with sci-fi games (*Zynaps* and *Sidearms* to name two), extra weapon add-ons suffuse this game. To obtain more weapons of destruction you must vaporise a likely looking pirate and collect any icon that may fall from its burnt-out shell. Features range from a windmilling CyberMace (the nuclear world's equivalent of the Tyson fist), a backfiring gun, and extra-weapons in the form of canisters. All are worth extra points. And why not?

But suddenly a fumbling reviewer accidently presses keys 1 to 5 and comes across six more types of weapon. Gosh! First of these options is BOMB — these flare up, blatting anything stupid enough to get in the way. Second are IMPACT MINES, which are subtle little circles that detonate any vagrant aliens. Then there's the DEFENCE SHIELD, making you invulnerable for a spell. After that



Aha! This screen is so cunning you could brush your teeth with it. Those little spitty things look dangerous (hint: they are dangerous), but the spaces between the green pillars are more inviting. And those two rockets — they seem harmless enough. Or are they?



Please note that your super-slick reviewer has acquired both a back-firing gun and a cybermace. Hip, or what? Now all he has to do is blast his way through those balls (fnar), avoiding the snake squadron as it worms its way closer — oh, and then get the hell out!

there's the BOUNCE BOMBS that make four mega-balls (cue *Phil South* jokes), boing all round screen with explosive effects. Last but by no means least, is SEEKER, a beautiful invention that has a fatal attraction (I've seen dat film, mate) for anything remotely alien. Holding down fire activates all these options, a gentle change from feverishly pumping down on the fire key.

All these features alone could make a game, but the real attraction doesn't come in the excellent graphics, fast gameplay or even the sheer variety of everything, but instead in the tactics and planning needed to pass each screen. As in *Manic Miner* (you've been wondering where the connection would come in, haven't you?), there is a select route or safe-area which you must find to leave the screen — and once you've left it there's no turning back, boi (to be said in a John Wayne voice). And it is the promise of ever more weird and wonderful screens that lures you on. Totally brilliant.

One thing I feel I must warn you about: never play this game in the presence of parents and volatile relatives, because, be most assured, *Cybernoid* will have you swearing till your tongue drops off and Eddie Murphy blushes. You have been warned.

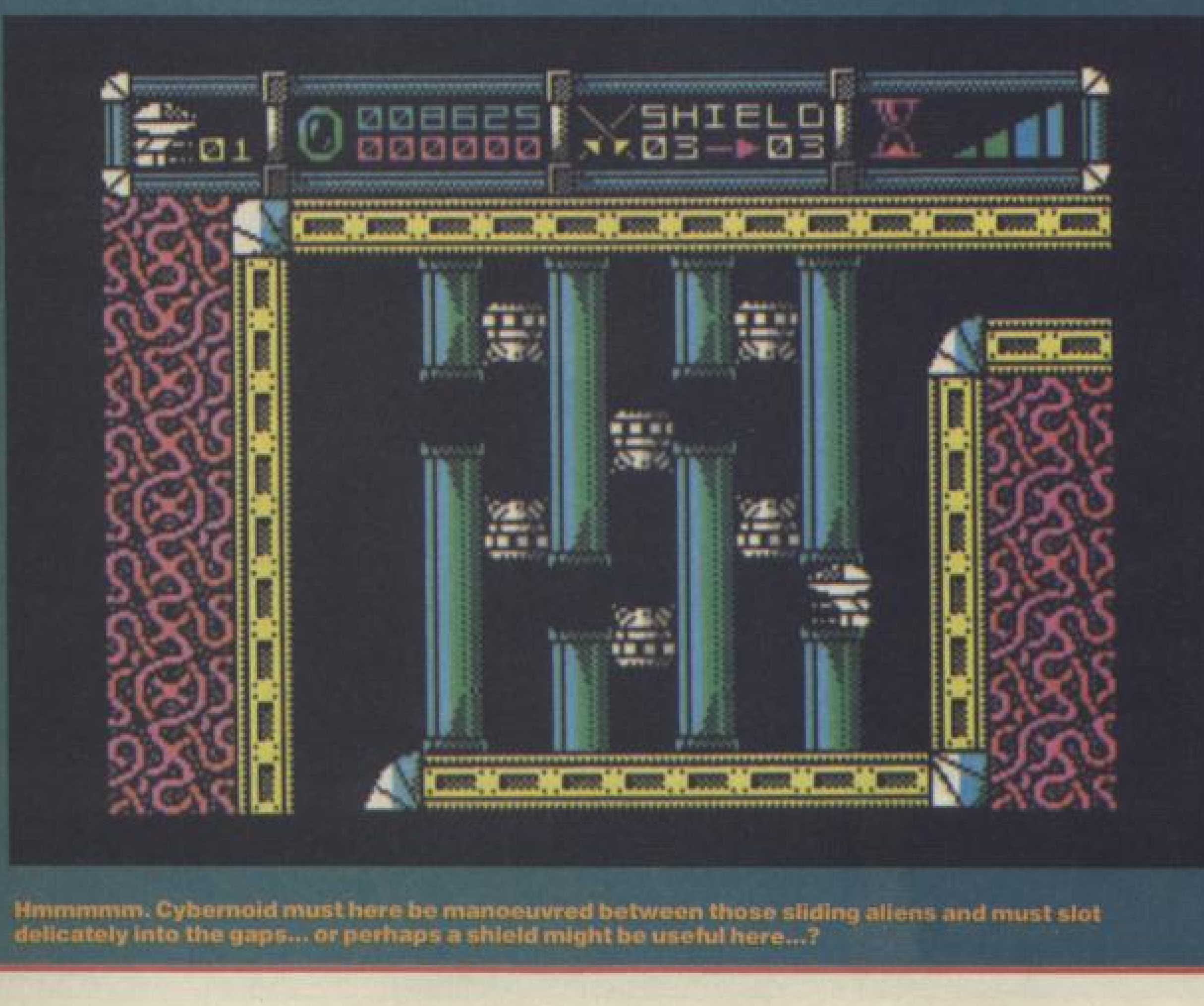
Now to get hacking. Hur-hur-hur! (Evil Hacker type chuckle.)

YS CLAPOMETER

A new breed of game. Every adjective you can think of to sum up sheer excellence.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Hmmmmm. Cybernoid must here be manoeuvred between those sliding aliens and must slot delicately into the gaps... or perhaps a shield might be useful here...?

JOYSTICK JUGGLERS

Are this crew motley, or what? "Sassen, frassen, rassen..." That was 'motley,' not 'Muttley' — dork! "Oh sorry."



Duncan MacDonald — *YS*'s fave dunking biscuit, and we've got packets and packets of him this month. Crikey!



Tony Worrall We're still getting rude letters about that 'Worrallucky man' joke. Worraload of rubbish! (Haw, haw.)



David Powell — "Does he really look like that?" writes K.L. of Penge. What, like a demented anteater, Mr L? Certainly not! Perish the thought.



Richard Blaine — Now hosting his very own *Play By Mail* column elsewhere in these pages, but even this great honour won't make him spill the beans on Ingrid Bergman. We know —we've tried.



David "Macca" McCandless —Is this person taking over the magazine? First *Practical POKEs*, then *Pitstop* —now even *Screenshots* can't hold out any longer. Next month, don't miss *Your McCandless* magazine...



Jonathan Davies —After last month's feast of simulations, Jon-Boy has finally shouted "No more!" and we've brought him down to earth with *Ikari Warriors*. (*Is that as in Ikari Dickory Dock? Ed*)



IKARI WARRIORS

Elite/£8.99 cass/£12.99 disk

Jonathan You can burn 'em, rip 'em in two; you could even beat 'em till they're black an' blue. What ever you do, they won't go away; scrolling shoot-'em-ups are here to stay!

Ah, nothing like a bit of hip-hop to start a review, eh? Okay, so it was more like rap with a capital C, but at least it was different. Which is one thing *Ikari Warriors* isn't, but it's certainly a darned nifty game.

Remember *Commando?* It was released years ago, but it's still one of the best coin-op conversions around. Well, *Ikari Warriors* is the much-rumoured sequel, which has finally appeared after months of anguished waiting for all the other versions to be finished.

So what's new? Well, there's a plot for a start. You've received an SOS call from General Alexander Bonn, CIOF of the US Forces in Central America, saying that he's been captured by revolutionaries. If it's not too much trouble, he'd really like someone to come and get him out. So off you go, but Oops! You crash your plane, and have to walk through the jungle, either alone or with a friend, to the base where he's being held.

Needless to say, the jungle's saturated with baddies, each with their own portable arsenal of nasty weapons. You'll have to fight back, using your standard issue machine gun, grenade launcher and red headband.

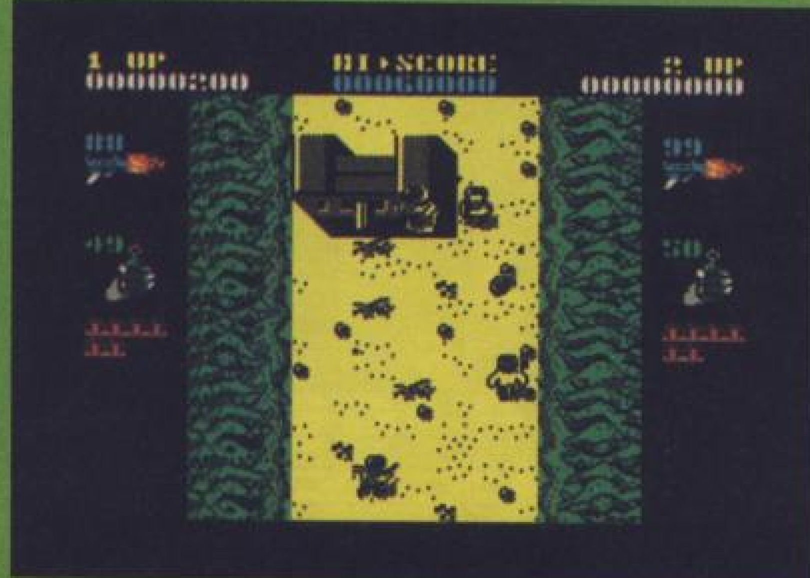
And I haven't had so much fun in ages! Not since I last connected my pet gerbil to the mains, anyway. (Letters of complaint to the editor as usual, please). Elite has managed to cram oodles of action into what could have been just another scroller.

Yeah, well, so the graphics are a bit iffy in places, and most of the colour's been left out this time round, but who cares? Everything's so fast moving you don't really have time to complain about the crummy-looking hunk you're controlling, and at least the scrolling's up to scratch.

There are plenty of improvements over the original, the two-player option being the most obvious. Being a solitary kinda guy (sob!) I didn't get much of a chance to try it out, but no doubt it adds a lot to the game. No arguing over who gets to waggle the joystick, though!

While on the move you'll notice fuel and weapons being left behind by the enemy as you wipe them out. The function of the extra ammo is pretty obvious, but the fuel? Surely our hero hasn't taken to sniffing petrol to calm his nerves? Certainly not. It's to fill up the enemy tanks you'll find knocking around. Ambush one, and you'll be able to drive it round to your heart's content, squashing soldiers under foot and watching their bullets bounce off your armour. My wings are like a shield of steel! (Obscure Batfink reference.)

Also making their first appearance on the small-screen are rivers. These can be waded through, but watch out for sub-aqua snipers who pop up at the nastiest of moments, and you'll have problems if you try crossing one in a tank. Further on in the game you'll find enemy tanks and even a rather rinky helicopter to deal with.



And fortunately all this programming effort hasn't gone to waste. Just the right balance of playability, difficulty and pure mass destruction has been achieved, and, to use an all-time great reviewing cliché, it'll keep you coming back for more.

Once again, Elite has come up trumps with this one (another cliché to tick off), and when you see the size of the box it's packed in, it could even be considered as good value. Maybe with a few extra touches of originality (difficult in a conversion, I know), *Ikari Warriors* could have hit the top of the Clapometer, but as it stands, no-one's gonna be disappointed.

Now, if you'll excuse me, I feel like another crack at that helicopter, and I still haven't found out what "Ikari" means, or even how to pronounce it!

YS CLAPOMETER

"Pure, unadulterated destruction, all wrapped up in one hell of a good game. Just watch those pixels fly!"

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

GUNSMOKE

US Gold/£8.99

Duncan The Sheriff glanced at his pocket watch. He tried to gulp, but his mouth was too dry. The time was fast approaching high noon; the sky was blue, the air was still and the sun was beating down relentlessly on his hat. Phew! Wotta scorcher.

A shot rang out, a bullet whistled past his ear. Another shot, the bullet ricocheted off his little silver badge. The time had come, the 'pesky varmint' gang were in town —but this time they had bitten off more than they could chew, because this is where you join in. Playing (of course), the part of the Sheriff.



You view the action from above and behind, as the screen scrolls down towards you. You're in a wild-west town, treading the dusty street as the 'Hollywood facade' scenery flashes by on either side. Whoops —did I say 'flashes'? Then I must have been fibbing; even 'trickles by' would be an overstatement. Nope, it has to be said, this is a femto-scroller; glacial in stealth and going nowhere in a hurry. It's *slow* by cracky!

Anyway, as the screen scrolls, numerous cowboys 'leap' (saunter, actually), out of side alleys and also appear from the top of the screen. Shoot them before they shoot you time, but with the added problem that the graphics are so awful that half the time you can't see their bullets. This results, as you might imagine, in an awful lot of dying. Occasionally you will be charged at by a giant cockroach wearing a coy-boy hat. Yes it's true —that's what it looks like! It throws bombs at you.

All in all what we have here is one little birrova lame game I'm afraid, chumkins. Wibbly animation, dodgy sprites, jerky scrolling, camouflaged bullets and a giant cockroach *isn't* (for my money anyway), worth nine quid, knoworrimean? Anyway, just enough room left for one of my incredibly brilliant jokes:
Q: Why do cowboys ride horses?
A. A coconut.

YS CLAPOMETER

Capcom coin-op that hasn't made too easy a transition to the Speccy. Matt Dillon wouldn't be impressed.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

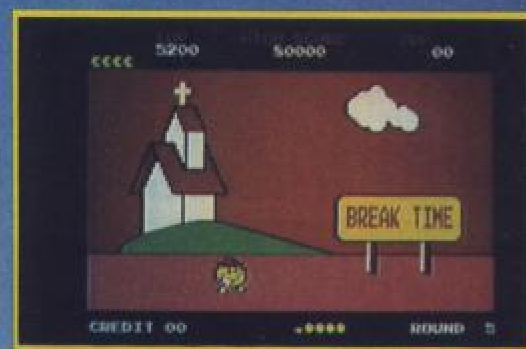
PAC-LAND

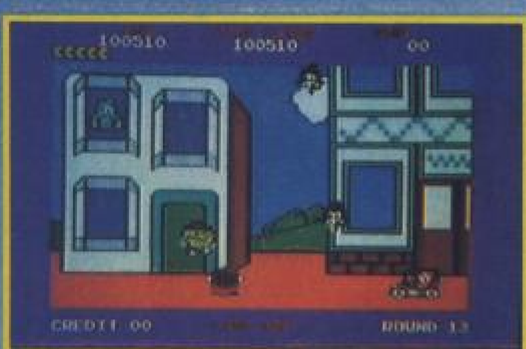
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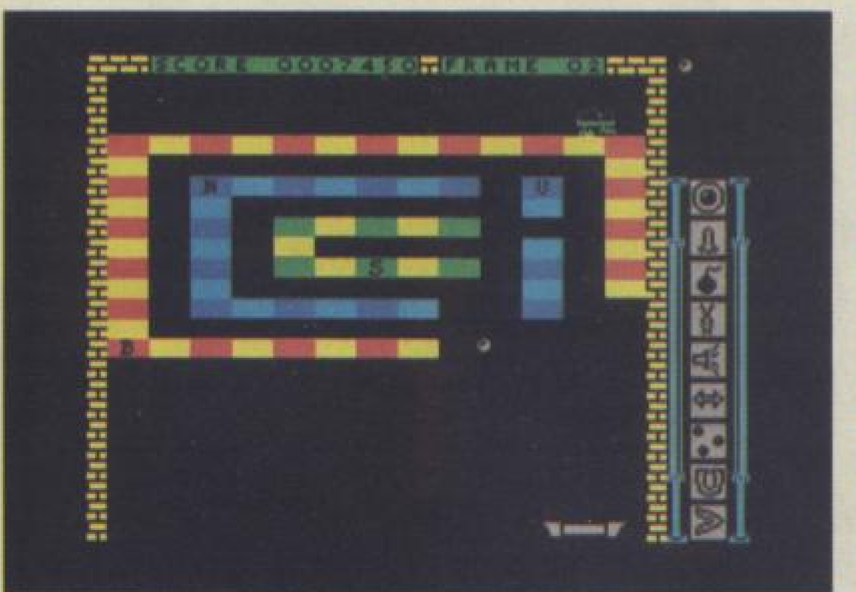
IMPACT

Audiogenic Software/£9.95

Tony Squeezing blood from a stone: that's what I call it! Audiogenic is really milking dry an already over-used game style with *Impact*. Yes, it's *Breakout* time again.

Quite a few software houses have taken a profit conscious dip into the waves created by my fave arcade game of '87 — *Arkanoid*. Some have been more successful than others, but so far nothing I have seen has even come close to the outstanding addictiveness and playability of the big 'A' (except *Revenge Of Doh*, the *Arkanoid* follow up). I'm afraid *Impact* joins this ever growing list of also-rans.

Don't get me wrong. *Impact* is endowed with more than its fair share of addictivity alright. I find there's something strangely compelling about whacking a tiny ball into a wall of bricks. Trouble is the game feels, and looks extremely bland, with a basic style that echos the very first *Breakout* games more than anything else. The programmers have made little attempt to tart up the graphics or provide all those small 'extras' that makes *Arkanoid II* such fun to play (and watch).



Impact was the game that wowed them on the Atari (loads a money) ST, with stunning playability and above average visual and sound FX. The Speccy version looks very rough by comparison, which is surprising because it should have been easy to smarten up the program a wee bit. After the umpteenth screen of blocky, uninteresting brick walls, my attention began to wander off and do something slightly more interesting. A little more thought to appearances would have given the program a display to be proud of.

Hey, enough negative vibes. There are a couple of points that help to make *Impact* a better buy than your average *Arkanoid* clone. The special token collect and weapon selection feature is a skillo idea. Just pick up enough floating tokens to light up the weapon or feature of your choice, press select and away we go!

The second neat innovation is an easy to use screen designer. 80 screens are already built into the program but the designer gives you the opportunity to create a further 48. Enough there for anyone I would have thought.

Impact could have been amazing with a little more effort on the programming side. What we are left with though is an entertaining package that provides a couple of clever variations on the *Arkanoid* theme, but not much else.

YS CLAPOMETER

Return of the* Breakout *clones. Non-sexist, non-violent family entertainment. The inclusion of a screen designer makes it fabby value as well.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

ROCKFORD

Mad X/£2.99

Tony Is this the "greatest piece of software ever released?" 'Cos that's what it says on the label! Sorry to differ chaps but I think that's a little out of order. It may not be the greatest, but *Rockford* is certainly an excellent and entertaining program.

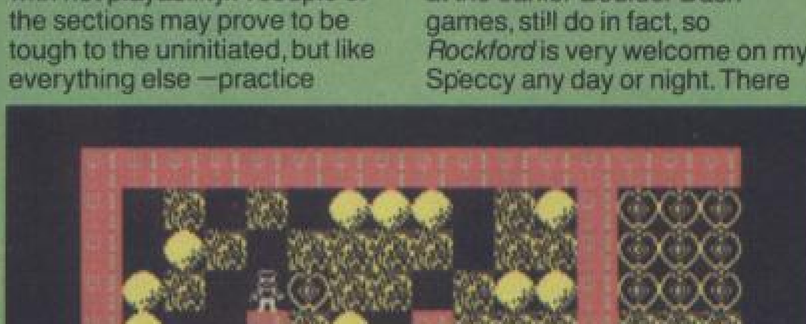
Rockford, for those who know not, is a conversion from the arcade Amiga based coin-op game. And not a bad conversion either. The plot is *Boulder Dash* re-visited, or to be more correct, *Boulder Dash* with knobs on.

Contained in the program are five separate playable sections, each multi-level, giving even the most skillo player plenty of action and a big enough challenge to keep him/her coming back again and again.

In all the screens the action is basically the same, dig through the earth like some demented coal miner and liberate every collectable token. Keep a watch out for falling boulders as you go, to avoid mega headaches (and instant death), and Bob's yer uncle. Some screens take a mite more cunning to suss out, while others need a quick eye and a responsive joystick. Every section has a mean time limit to beat, so don't hang about.

Anybody who enjoyed *Boulder Dash* simply can't fail to find *Rockford* a bit of a nifty program. All the familiar addictiveness is here, together with hot playability. A couple of the sections may prove to be tough to the uninitiated, but like everything else — practice makes perfect. I found the time limits left very little room for error. Each time I completed a section, it was with two or three seconds to spare. This can be frustrating at times (in fact most of the time!), but if I can live with it I suppose anyone can.

I always enjoyed a good bash at the earlier *Boulder Dash* games, still do in fact, so *Rockford* is very welcome on my Speccy any day or night. There are a few rough edges, such as the jerky push-scrolling and the feeble sound, but on the whole the game feels right, and what more do you want than that?!



And the goodies don't stop there. Included on the 'B' side of the tape is a copy of an old Mastertronic title — the ever so wonderful *Rockman*.

What more can I say? This is an excellent value package, and as it's only £2.99 there's no need to dig deep into your financial standing. Not quite a mega game, but pretty damn near. Rock me Mastertronic.

YS CLAPOMETER

Boulder Dash clone with plenty of challenge, plus the very welcome inclusion of Rockman on the "B" side for free. Get it!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

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Screenshots from Amstrad version.

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Screenshots from CBM64/128 version

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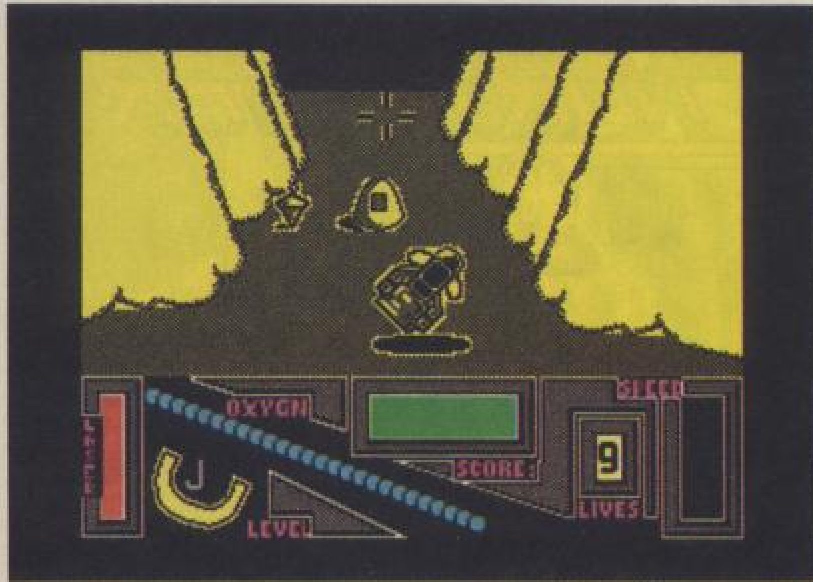
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TELADON



Destiny/£8.95

Marcus Destiny, as you may remember, is Francis Lee's exciting new label, he of Beyond, Starlight, Manchester City and England fame. *Yeti* was the label's first release, an efficient enough shoot 'em up to be sure, but nothing so addictive or innovative that we could recommend it unreservedly. *Teladon* is very much another kettle of kippers, combining as it does two entirely different game types, squashed into 48K. There are skilful talents at work here, but the recurring question looms — where's the game?

It's cleverly programmed, for certain. The first part sees you flying on a sort of hovering jetbike, into the screen and a rocky canyon, through which all sorts of hazards lie and all manner of nasties whizz about trying to bump into you, as nasties like to do. Your joystick manipulates your sights as well as your direction, so that if you don't zap 'em while you have the chance, you have to avoid the nasties instead. Rocks too will knock you out and so will the walls of the canyon. Irritatingly, you can often get into a sort of 'death loop', in which you can't stop yourself dying, perhaps four or five times in quick succession.

The idea, as you groove along, is to pick up a key (on your right) and then find a hole (further on, on your left) into which you then descend. The key is your insurance, in case you miss the hole — it'll let you move onto a slightly harder canyon course. If you do get down okay, you'll re-emerge in an entirely different game — a 3D isometric layout in fact, complete with sparkly *Knight Lore*-type death sprites. This is again a shoot 'em up, with absolutely no arcade adventure elements as far as I can see, and it's phenomenally hard to get through, as your weapon is clearly inferior to those of your many enemies. Collision detection, too, is questionable.

It's not really terribly addictive I'm afraid, much as I praise the programming skills and the general slickness of the production. How they managed to fit both perspective and isometric games, complete, into one package is brainy stuff. But as for the gameplay — well, sorry, funsters, but it doesn't really cut it.

YS CLAPOMETER

Two games in one from Destiny — clever programming, but unexciting gameplay.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

FRIGHTMARE

Cascade/£9.95

Jonathan If all games were presented as nicely as this one we'd... er, it would... um, well, they'd be a darned sight more interesting to look at! *Frightmare* is all dressed up in some great artwork, with a large instruction leaflet, cum poster, a trendy character set and a reasonably atmospheric tune.

Even the boring, irrelevant blurb isn't too boring and irrelevant. According to Cascade, deep at the back of your subconscious lie Frightmares, figments of the darker side of your imagination which, with the help of ten quid's worth of computer software, will escape from behind their thin veil of reason. They will appear to you in your dreams and imprison you...

Oh, enough of this trash. This is a game, not to be taken seriously. Anyway, I'm scared.

Having been trapped by these nasty dreams, the obvious thing to do is escape, of course, by waking up (although if you've ever tried waking yourself up in the middle of a nightmare you'll know how tricky it can be). Tipping a bucket of cold water over yourself is out for a start, so you're going to have to do it by advancing the clock to 8.12am — wakey, wakey time.

This is done by exploring every room, sorry, dream, in the game, each one adding six minutes to the clock. Points are scored by shooting the assorted ghouls and vampires etc, you'll find knocking around the innermost recesses of your cranium, which will increase your "dream state" to a higher level.

Essentially, what it all boils down to in a nutshell, is a platform game. Horrific, but true. It's heavily camouflaged with some well-designed graphics, but after years of training I can pick out a *Willy* clone at a hundred paces! You are represented by a little bloke who jumps around the screen, leaping around rotting corpses, dodging monsters and collecting objects. Huh!

And sadly, like most un-original game concepts, even the most original of plots can't make it any more fun to play. It isn't even particularly scarey, (although perhaps that would be asking a bit much of our flexible friend). P'raps they should have shoved in a few members of the *EastEnders* cast, or even a couple of digitised Gateway check-out girls. Now that would have made your hair stand on end!

Another unfortunate case of "Here's a good plot! Now let's base a game around it!" I've seen scarier things on *"The Flumps"*!



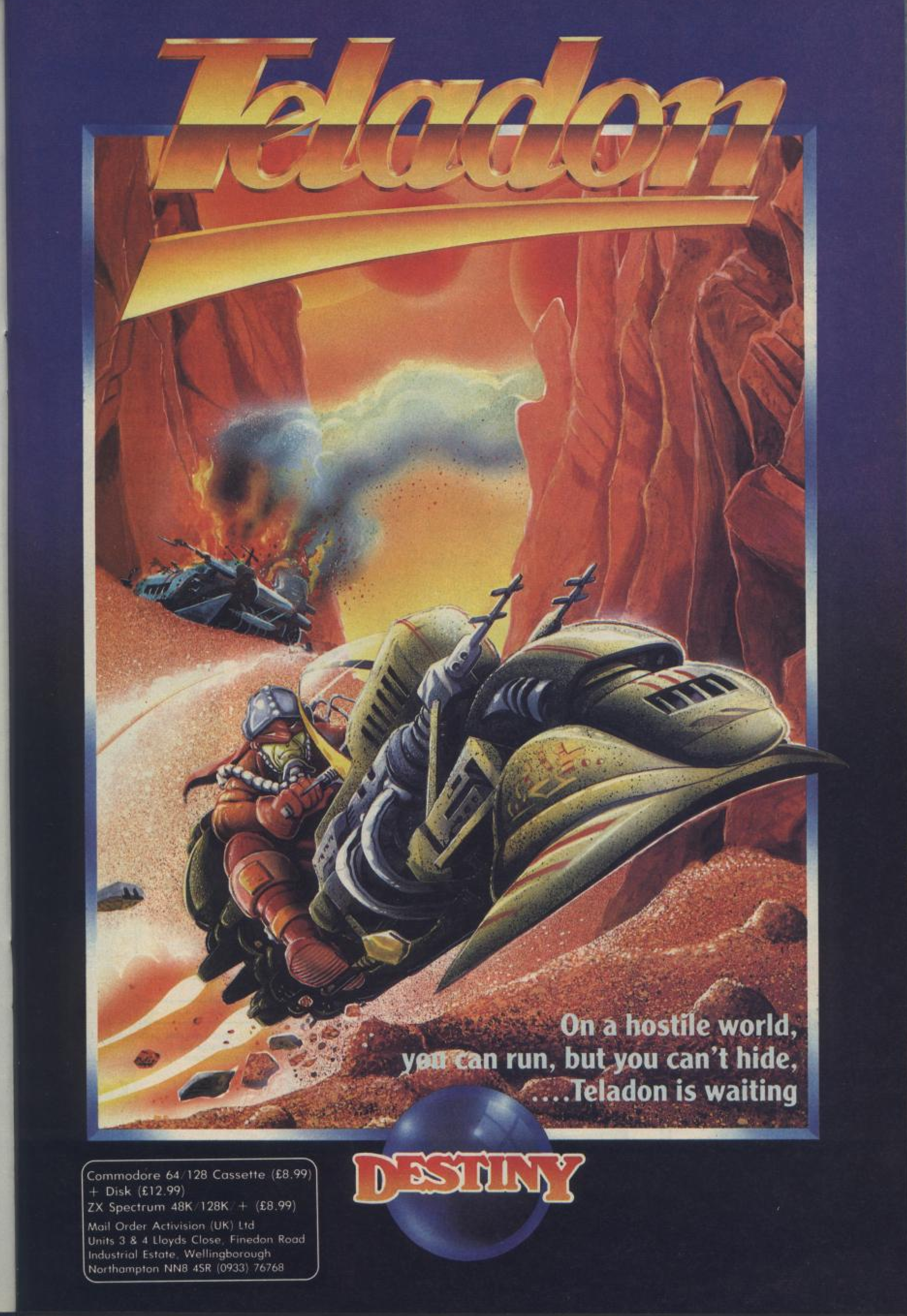
Come on! Why aren't your teeth chattering? That's you with the gun, having just fired one of your precious silver bullets at a monster. "Bad Dream" is your current dream state — pretty tame compared to a "Nefarious Nightmare," the ultimate in-bed entertainment.

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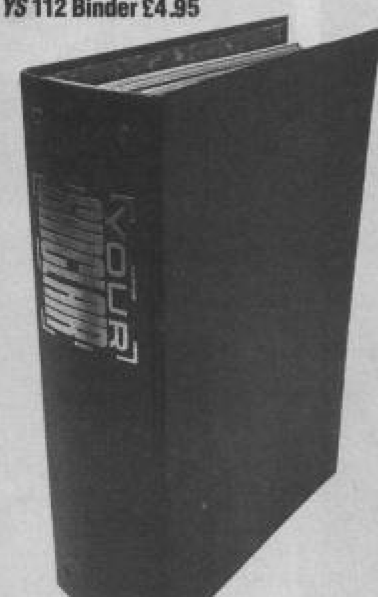
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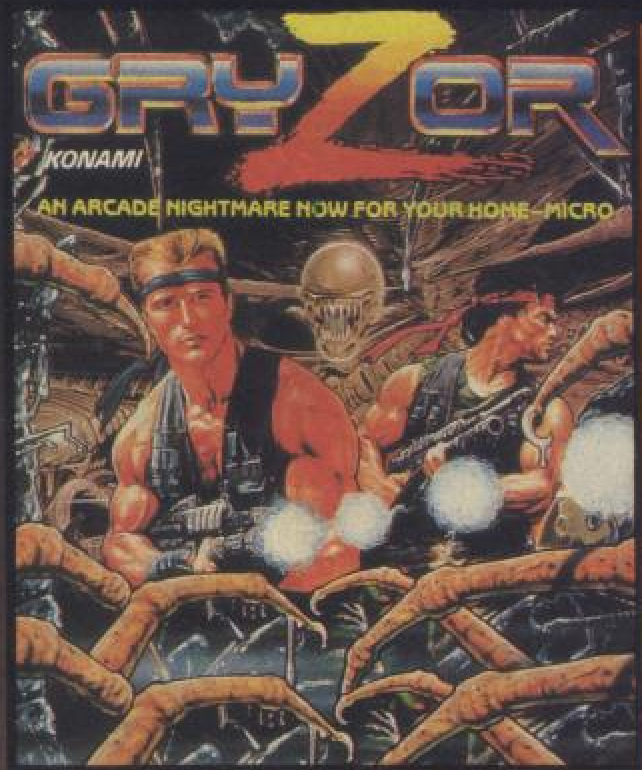
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1988 – THE YEAR OF THE ROBOT



SPECTRUM+3 – THE BEST ADD-ON FOR MULTIFACE 3

NOW YOU HAVE

"A GOOD REASON TO BUY SPECTRUM+3:" (Crash)

multiface three

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

In the beginning there was the Spectrum. Lots of people bought one. Lots of other people wrote games for the Spectrum, and lots of people bought those as well.

But there was a snag – everything used cassette tapes, which were fine for *Depeche Mode* but not for so hot for computer software. Slow, unreliable and frustrating were some of the kinder terms used for the medium.

Now there's the 128K+3, a games machine that has all its software on tape and built in disc drive . . . Guess what Romantic Robot has produced?

Multiface 3, that's what. Plug it into your 128K+3, and load a game from tape. Press the red button and you can port it on to disc at any stage, yours to load in a trice at a whim's notice. Multiface works by waiting for the program to load and run. Then it takes a copy, and as the program was running at the time, it will run when the copy is loaded back later.

The tape to disc function of the Multiface 3 would be enough to recommend it to anyone. But there's more. When the red button is pressed, a whole range of functions appears. You can look through the 128K+3's memory, altering it at will. High scores have never been so easy to obtain. Memory can be displayed as hexadecimal, decimal or text. All of the 128K+3's 128K of Ram can be fiddled with, not just the 48K's worth that Basic has access to.

You can also print out areas of memory and screens in a variety of different forms. The Multiface 3 can do the same types of graphics dumps as its brother Multiprint, straight text, Spectrum-style *Copy* and a couple of shaded screen dumps. It can't do much more than 128K+3 Basic does, but it does it in the middle of programs.

The main purpose of the Multiface is to get things on to disc. As well as the simple *Save* and *Load*, it's got a few other tricks up its interface. You can, for example, use the disc from 48K mode. Lots of people get excited by this.

Other things that the Multiface can do is allow you to erase a file to make room on a disc, in case you need to save something in mid-game and can't get to Basic to do the deed. You can't *Format* a disc from the Multiface, alas.

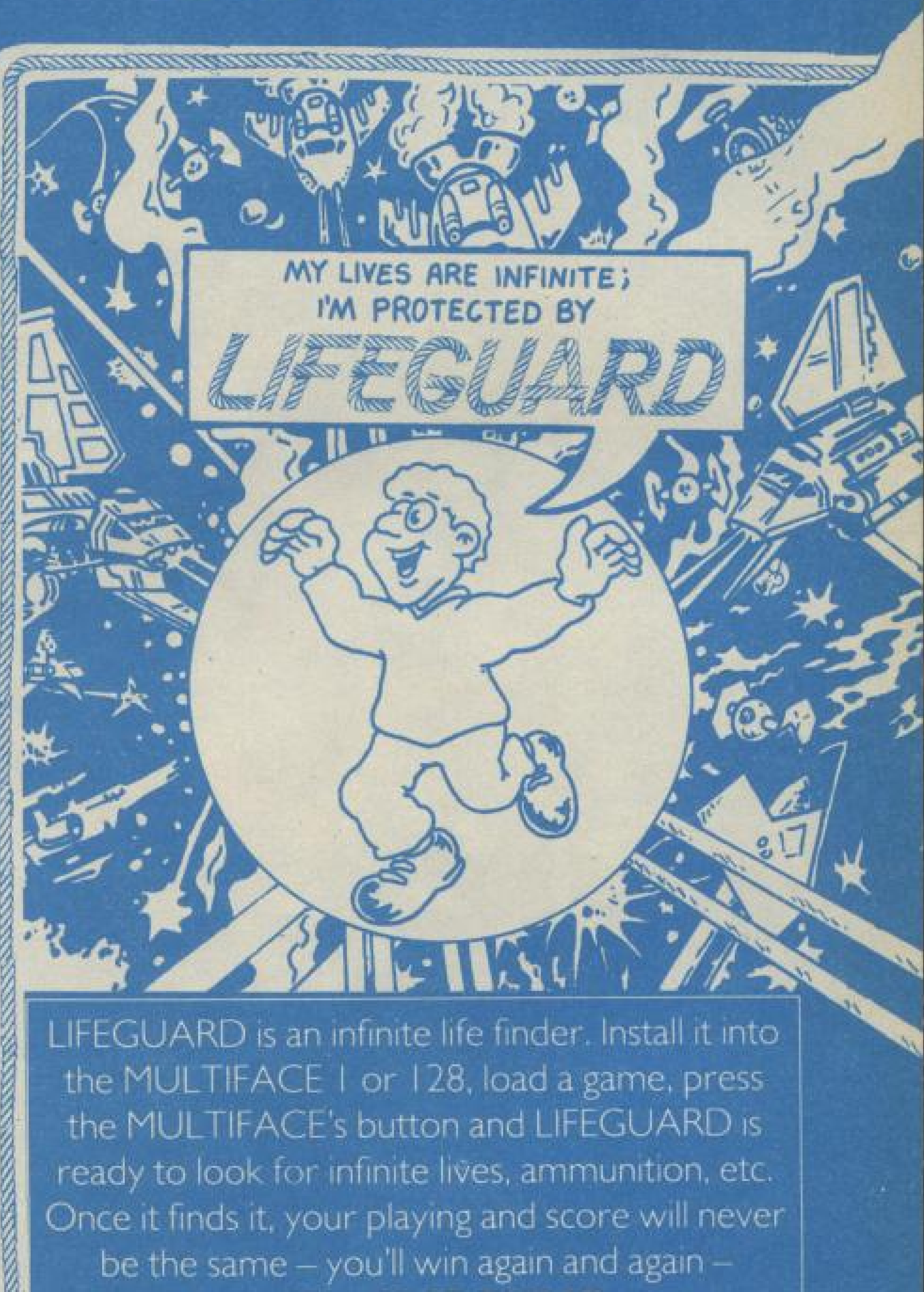
Multiface also compresses stuff automatically, and doesn't *Save* empty areas of memory. These two features mean that you can get (for example) more than three games on the 170-odd K allowed you per disc side. But you can turn those features off, if need be.

Everything is accessed by the traditional one- or two-line menu and single keypresses. Multiface 3 is very careful about invalid inputs, and didn't crash or otherwise misbehave at all. And I did try to confuse it.

More than that, what can I say? I enjoy a good rant, most reviewers do, but the Multiface 3 seems set on continuing the Romantic Robot tradition of doing the job reliably. I can't even complain a little.

Any 128K+3 owner will find it a wonderful device, indispensible even – I'm not giving mine back without a fight. I expect to see the usual extra programs appear for the best in due course (Genie et al), whereupon not owning a Multiface 3 will brand one a complete loser■

EXCERPTS FROM REVIEW IN SINCLAIR USER NOVEMBER 1987



LIFEGUARD is an infinite life finder. Install it into the MULTIFACE 1 or 128, load a game, press the MULTIFACE's button and LIFEGUARD is ready to look for infinite lives, ammunition, etc. Once it finds it, your playing and score will never be the same – you'll win again and again – **and for £6.95 ONLY!**

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THE YEAR OF THE ROBOT · BE PART OF IT

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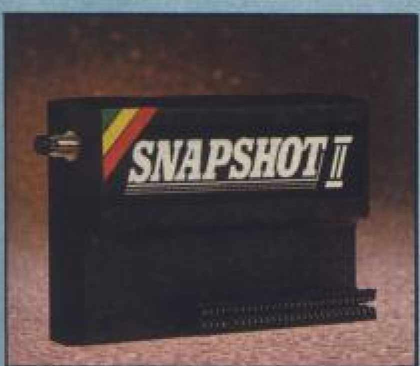
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INTERFACE OFFER

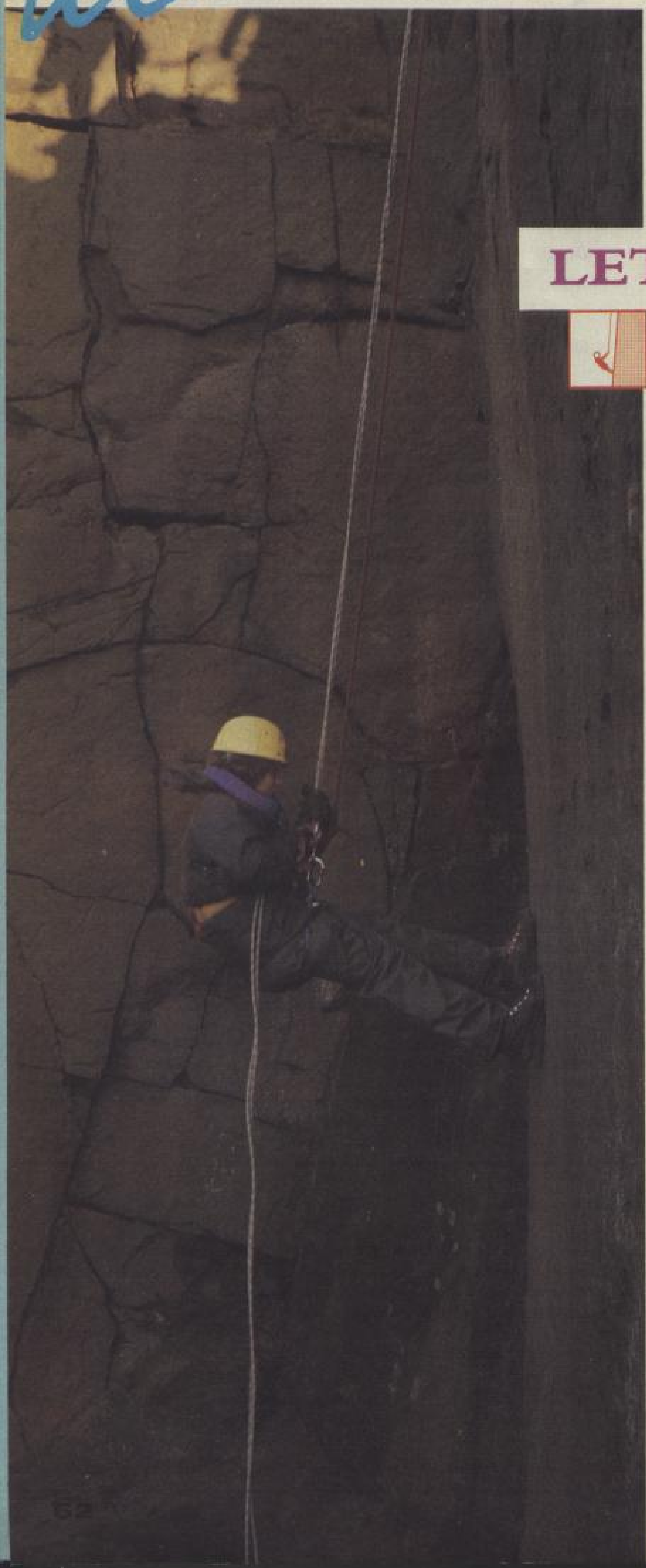
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Wish you were here!

Fed-up with Frinton? Tired of Torquay? Brassed off with Bognor? Why not try a more adventurous sort of break? *Lucy Broadbent* tried loads —and now she's so tired, she needs a holiday!

Holidaymakers generally divide into two sorts of people — those who actually want to do something with their two weeks, and those for whom walking down to the beach counts as heavy exercise. But danger is my middle name, so taking my life in my hands and myself onto a train, I went on a tour of the country to test out some of the best action-packed vacations around — multi-activity holidays, sailing holidays, riding holidays and even role playing adventure holidays. Now, having been snowed on, rained on and even trodden on (by a horse), I'm recovering very well, thank you. But if you're wondering what to do for summer this year, you could certainly do worse than check out some of these little packages — all guaranteed free of parents and teachers (hem, hem)...



LET'S GET PHYSICAL!

Haven't you always fancied throwing yourself off a cliff backwards? No, nor me. In fact whose idea was this anyway? Trussed up like a Norfolk Farm turkey in ropes and harnesses, tottering on the edge of a sheer 50 foot drop, this was my first attempt at abseiling.

I warned the instructor I'd go all limpet. I tried to tell him I was only here to see what everyone else did on a multi-activity holiday and really I didn't need to try it out in person. I could see perfectly well everyone else loved leaping off the edge of a cliff.

"Now lean backwards over the edge until your bum is in line with your feet" he carried on, ignoring my protest completely.

Snazzelfrazzelrazzel, shuffle, shuffle. There comes a point of no return in abseiling — half way down a sheer cliff suspended on ropes, one realises that feigning a fear of heights will do you no good. And slowly comes the discovery that it's not that bad after all. In fact it's a piece of cake (talking of which, yes, even you could do it, Phil) and surprise, surprise it's really good fun.

Abseiling was only one of the endless activities crammed into a whirlwind weekend, run by The Rock Lea Activity Centre in the beautiful Peak District of Derbyshire. I joined a group of sixteen year olds on their holidays, who told me they'd never done anything like this before. But I saw the way they scaled the heights when we went rock-climbing in the afternoon — they left me way behind.

You do some strange things on these holidays. Dressed in boiler suits, wellies and helmets with lamps strapped to them, we giggled all the way to the entrance of a cave in the side of a hill and the start of our next adventure — caving.

We followed a stream right into the dark and spooky depths of the hill, through very narrow passageways — some so small we had to wriggle through them caterpillar style. Past caverns with spectacular stalactites, rounded tunnels, strange mushroom-shaped rocks and even waterfalls. It was a mysterious underworld and definitely not a place for the claustrophobic.

Nor for the very fat! Jammed in a passageway less than a foot wide, I couldn't move my head, let alone the rest of me. "I'm afraid there's nothing for it" sighed the instructor, "you'll have to take your clothes off and wriggle or we'll never get out." Oo-er!

Once free again and at the end of the weekend, I asked everyone what they thought of the holiday. Those that weren't lying exhausted in a heap offered nods of approval, even Angela Shand, who claimed at the start of the weekend to be a city girl who didn't like the great outdoors, had changed her mind. Everyone else could only muster enough energy to breath a sigh of contentment.

FAX BOX

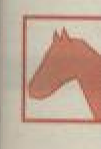
Seal Guides, Rock Lea Activity Centre, Station Road, Hathersage, Derbyshire. Tel: (0433) 50345.

● The Seal Guides offer weekend and seven day multi-activity holidays all year round (except Christmas). Activities include sailing, windsurfing, horse-riding, walking, canoeing, rock-climbing, abseiling, potholing, caving, orienteering, cycling and just about anything else you can think of, all with fully experienced qualified instructors. All equipment is provided, but boots with a good grip are recommended for climbing, wellies for caving and plenty of changes of clothing for when you get wet.

How To Get There: Take a train to Sheffield from St Pancras, Kings Cross, London and change for Hathersage. The Activity Centre is five minutes walk from the station.

£79 — Weekend, full board. £149 — One week, full board.







WE ARE SAILING

Oh it's the life on the ocean waves, tiddly tum, ti tum, ti tum. There's nothing I like better than messing about on the water and down in Ipswich, Oysterworld Sailing School has got just about every kind of water sport you can think of.

And what's more, me hearties, if you've got seafaring legs you don't even have to come on land for the whole holiday. You can spend an entire week out on one of their big cruising yachts or their 40ft catamaran, eating and sleeping on board and taking part in dozens of water activities during the day. Be prepared for some rough seas though, (she said, reaching for the sea-sickness pills) because they'll sail you down the calm and beautiful River Orwell and before you know it, only eight miles down-stream, you'll be out at sea.

Under expert guidance you learn about sailing big yachts by using one as your base, stopping each night in different places along the East Anglian coast. You also get the chance to learn how to sail a dinghy, go canoeing and use a windsurf, because at least one of each type of craft is carried on board. You'll be amazed at how much they cram into a week and how much you'll learn.

This is real *Swallows And Amazons* stuff! Even so, land-lubbers who prefer to sleep on land can rest assured that there's something for them too. I joined a game bunch of adventure holiday enthusiasts who had decided to stay in Oysterworld's historical dormitories at their base on the dockside in Ipswich. The whole building is very, very old (yes even older than the Ed) and beautifully restored *(Stop there, Ed)*, but *Ghostbuster* fans will be disappointed to learn that there wasn't even a hoooooot from one.

Just because we were sleeping on land though, didn't mean we weren't going to get wet. Oh no... and that water really looks terribly cold... What was that excuse I tried last time?... "I'm only here to see what people do on multi-activity holidays... I don't really need to try it out myself... I can see everyone else is having a good time...".

Splash, failed again. And suddenly I was learning how to upright a capsized sailing dinghy, how not to windsurf and how to paddle a canoe.

In fact learning is a key word, because that's what people come on holidays here to do. Of course it's lots of fun, just like any other holiday, but there are special courses in the various water sports and tests which measure your competence at different levels. Most of the group I met had all got their Dinghy Starter RYA certificate after only one week's holiday and some of them were old hands who came back every year to reach the next award level.



Safely back on land and with the evening's entertainment with films, lectures and games well underway, I asked the team what they thought of the holiday and if it was true what the brochure said, that "boredom is not part of the programme," but they were all too busy to answer.

FAX BOX

Oysterworld Sailing School, 1 Wherry Lane, Wherry Quay, Ipswich, Suffolk. Tel: (0473) 58900.

Qualified instructors run offshore tuitional courses in dinghy sailing, yacht cruising, windsurfing and canoeing. Open from March to November. All equipment is provided, but take some good sailing shoes and a few changes of clothing.
How To Get There: Take a train to Ipswich from Liverpool Street Station, London and then it's a 15 minute walk or short taxi ride to the docks.

£16 per night full board. £185 Five nights full board.

HORSING ABOUT

Poooooh! What's that smell? I could certainly tell I was down on the farm. Oh now what was that I just stepped in. Ooh Argh! And I forgot to bring my wellies.

On arrival I was presented with my pony, Molly, and told that for the week I would get to ride her every day, look after her, brush her, feed her and clean out her stables. What! Clean out all that muck! I thought this was meant to be a holiday! Molly gave me a dirty look, so I squelched off to see what everyone else was up to.

As a complete beginner, I joined some young people who suspiciously seemed to know an awful lot about farm holidays. Not surprising, when I discovered that this was about the fifth time they'd been here to Lower House Farm in glorious Gloucestershire.

"It's brilliant," Laura Baker told me, "we get to ride every day on our own ponies for the week, and we go off on some ace treks, into the Forest of Dean and over the hills. Sometimes we go pony-trekking all day and stop somewhere for a picnic lunch. It's a real hoot. Then we milk the cows every day, and feed Crocus, the goat and there are lots of baby..."

"Don't forget to tell her about when we went fishing and we caught a..." Anthony Fray chipped in, "it was huge."

"And what about the butterfly farm..." Nicholas Bennett chimed in with the rest.

What butterfly farm? I asked in amazement.

"Well there's a farm where they breed billions of butterflies and you can go round it. We go on lots of trips as well to see castles and fairs and lots of exciting places. And we go round the bakery in the village to see how they bake bread, oh and the blacksmith to watch them making the shoes for the ponies." Laura continued, "Come on we'll show you. Lets go on the ponies."

Oh dear, here we go, I tried the usual excuses but everyone told me Molly was a lovely pony and easy to ride. Alright then Molly, lets make a deal, I promise I'll clean out your stables if you're gentle with me. So what did everyone else do? One foot in the stirrup, one leg over and... Molly was as good as her word. Princess Anne, eat your heart out!

We trotted up to the village, admiring the views from the height of the ponies backs, down over the Wye Valley in one direction and across to the Malvern Hills in the other. The blacksmith was hard at work and Molly told me she was alright for shoes, so we didn't stop.

By the end of the week I'd learnt how to saddle up a pony, how to milk a cow and how not to put your feet where a pony is about to step on them. Everyone had made marvellous friends, and most importantly I'd made good friends with Molly and even enjoyed cleaning out her stable. After all when good friends get together and the muck starts flying...



FAX BOX

Farm & Riding Holidays, Lower House Farm, Kempley, Dymock, Gloucestershire. Tel: (0531 85) 301.

This is a small family run holiday centre where individual tastes and preferences are catered for. Riding tuition is given to Pony Club standard. Take some old clothes and wellies.
How To Get There: Gloucester is the nearest station, but that's about 15 miles away. The best bet is to persuade someone to drive you there in a car.

From £130 per week inclusive full board and all trips.

ROLE UP, ROLE UP!



Now here's something that'll get all you adventure fans reaching for your swords and racing down to Kent on your chariots. This is going to knock your socks off.

Labyrinthe, a unique adventure group, run live roleplaying adventures each week in deep caves and deserted woodlands in the south of England. Now is your chance to live out your favourite character's role and really get into the spirit of adventuring.

An adventure consists of a group of about ten players, who are each given a character and a role to play. Dressed up to fit the part in a pseudo medieval style, you are told your mission and in carrying it out you will encounter all sorts of horrendous creatures. You've got to use your wits and initiative, as well as the safe foam weapons supplied, to battle your way to the end of your adventure.

Our mission was to rescue a damsel in dis.dress, (sorry, a damsel in distress) who had been captured by the mighty Necromancer himself, to use as a sacrifice. (Nice chap, eh?) Many battles, puzzles and hours later, with hundreds of zombies, orcs and drowees lying dead, we reached the horrendous Necromancer, in time to see him summon up an evil vampire. The fair damsel who we rescued not a moment too soon, fainted.

As warriors we tried to fight off the vampire, but there was only one who could save us all now — the priest. He chanted dangerous words and yelled out to the spirits, then touching the vampire, it died. Wow, that was exhausting.

A referee follows the party through their adventure and at the end of each battle, he counts the number of wounds inflicted upon each character. So that by the end of the adventure, a person is assessed as to how well they survived. The assessment means that a player can advance his character's level and abilities for the next adventure, to tread boldly on another day, another lifetime and in another world.

Labyrinthe has, so far, only run these adventures on a daily basis, but this summer it will be holding Adventure holidays down in Dover. Adventuring there, will take place in caves and tunnels, over two miles long, which run under Dover castle — the perfect spot.

It promises to be very good fun and if you consider that Labyrinthe already has over 3,000 adventurers as club members, its holidays look like they'll be a great success too!

FAX BOX

Labyrinthe, P.O. Box 225, Orpington, Kent. BR6 7SX. Tel: 0689 55851

The majority of Labyrinthe's adventures take place in the south of England. Anyone who enjoys it and wants to play a monster, can do so for nothing. It is free to become a member of the club and there is a book available from the above address setting out the details and rules of adventuring, price £9.95. The holiday dates and details are not yet known, but anyone interested should get in touch at the above address.

From £6 for a three hour adventure.

Check out some of these holidays, all set in fabulous countryside. Each one takes unaccompanied children, offers qualified instruction and promises to be the holiday of a lifetime. From grass-skiing to parascending, computing to canoeing, or pottery to pot-holing, there's something for everyone.

ON TOUR

SOUTH EAST

1. Ardmore Adventure Ltd, 21 Osborne Road, Windsor, Berks. Tel: (0753) 850050.
One week multi-activity holidays in Buckinghamshire, Surrey, Dorset and Wales which are open all year. The action includes video film making, computing, swimming, tennis, judo, archery, canoeing and sailing. Prices from £138 with full board.

2. Bowles Outdoor Centre, Eridge Green, Tunbridge Wells, Kent. Tel: (089 26) 4127
Weekend and one week multi-activity courses open from March to October. The fun includes rock-climbing, camping and orienteering.
Prices from £124 with full board.

3. Broadland Outdoor Adventure Centre, Northbrook Cottage, Chapel Road, Dilham, Norfolk. Tel: (069 260) 527
Monday to Saturday multi-activity holidays open from July to September, based on board a 60 year old cruiser. Activities include exploring the Norfolk Broads in sailing boats, windsurfing, canoeing, fishing and orienteering.
£130 — one week, full board.

4. Camp Beaumont, 9 West Street, Godmanchester, Cambridgeshire. Tel: (0480) 56123
One or two week multi-activity holidays open during Easter and Summer holidays. Activities include computing, sailing, windsurfing, trampolining, hockey, golf and football.
£168 — one week full board.

5. Hyde House Activity Holiday Centre, 6 Kew Green, Richmond, Surrey. Tel: 01-940 7782
Weekend and weekly multi-activity holidays open from March to October. The fun includes parascending, canoeing, riding, waterskiing, snorkelling, judo and abseiling at a centre near Wareham in Dorset.
£49 — weekend full board.

6. Kids Klub — Activity Holidays For Children, The Hall, Great Finborough, Nr Stowmarket, Suffolk. Tel: (0449) 675907
Sunday to Saturday multi-activity holidays from 24th July to 20th August. Qualified instructors for lots of sports, fun, barbeques and discos.
£160 per week full board.

7. Youth Hostels Association, Trevelyan House, 8 St Stephens Hill, St Albans, Herts. Tel: (0727) 55215
Action packed holidays open all year. Activities include windsurfing, parachuting, sub-aqua, gliding, climbing and many more in locations all over the country.
£49 — weekend full board.
£155 — the week.

8. Wellington Riding Ltd, Basingstoke Road, Heckfield, Basingstoke, Hampshire. Tel: (0734) 326308
Riding holidays of any duration open all year to every interest and standard of rider.
£149 — one week full board.

MIDLANDS

9. Field Studies Council, Information Office, Preston Montford, Montford Bridge, Shrewsbury, Shropshire. Tel: (0734) 850674
Weekend and week holidays in subjects related to the countryside open from February to November at nine residential centres. Tuition by qualified staff in natural history, wild flowers, bird study, geology, geography and conservation. Beginners welcome but only aged 16 upwards.
£58 — weekend full board.
£145 — one week full board.

10. Mathon Lodge Adventure Camp, Harcourt Road, West Malvern, Worcs. Tel: (068 45) 67406
One week multi-activity holidays for individuals, open half-term, Easter and summer camp. The small family-run centre offers swimming, archery, rifle-shooting and pony rides.
£120 — one week, full board.

11. Oakham School Activity Holidays, Chapel Close, Oakham, Rutland, Leicestershire. Tel: (0572) 3072.
One week activity holidays held during the summer holidays. Pursuits include squash, badminton, riding, watersports and art courses.
£180 — one week, full board.

12. Lea Bailey Riding School, Byeways, Lea Bailey, Ross-on-Wye, Herefordshire. Tel: (098 981) 360
Riding holidays in the Royal forest of Dean, open all year. Beginners welcome.
£120 — five days, full board.

SOUTH WEST

13. Rockley Point Sailing School, Hamworthy, Poole, Dorset. Tel: (0202) 677272.
Two, six or twelve day sailing holidays from March to October. Sailing courses available for all ages and abilities.
£130 — six days, half board.

14. Allnatt Activity Holidays, 17 Knyveton Road, Bournemouth, Dorset. Tel: (0202) 294799.
One week multi-activity holidays during July and August. The fun includes sports activities, arts and crafts, abseiling, canoeing, archery, rifle shooting, trampolining, motor bikes and grass skiing.
£112 — one week full board.

15. Cornwall Activity Centre, Mylor Yacht Harbour, Falmouth, Cornwall. Tel: (0326) 76191
Watersports holidays open from March to November. Activities include surfing, surf-skiing, canoeing, sailing, sailboarding, catamaran sailing and water sledging.
From £180.

16. Courtlands Centre, Nr Kingsbridge, Devon. Tel: (0548) 550227
Weekend and one week multi-activity holidays, open all year. Accommodation in a converted manor farm and activities include sailing, yachting, windsurfing, waterskiing, canoeing, climbing, caving, assault courses, riding and lots of other sports.
£60 — weekend full board.
£169 for one week, full board.

WIN AN ADVENTURE WEEKEND FOR TWO!

Plus 200 Runners Up Prizes.

ALL CLUED UP

1. Start in a seaside town on the south coast where there was a famous battle in 1066.

2. Head up to Scotland to an oil town where the two rivers The Dee and The Don meet.

3. Now back down South West to a cider town and Somerset's most famous cricket ground.

4. Back up north to a West Yorkshire building society.

5. Further north still, to Scotland again, where there's a famous tattoo, a street for Princes and a castle built on an extinct volcano.

6. Down to the Midlands and the place which gives its name to a school and a sport.

7. Now to a cutlery town with a football team nick-named, The Owls.

8. Head into Wales and find an island over the Menai Bridge, where ferries sail to Ireland.

9. Return to Scotland to the third largest city in Britain on the banks of the Clyde, and home of two of the most famous football teams in Scotland.

10. Finish on the edge of Birmingham where there's a Test cricket ground.

RULES

• Employees of Dennis Publishing and the unmentionable activity holiday centre will be dropped off a cliff if they try to enter this compo.
• If you haven't toured the country by May 31st 1988, then you can't have much initiative.
• The Ed's decision is final — anyone who doesn't know that by now, need not apply.

Now this compo should sort out the Action Men from the Green Cross Code Boys. This must be the most adventurous prize we've ever offered.

An action packed weekend learning how to rock climb in the beautiful mountains of Snowdonia in Wales. Professional climbing instructors will teach you the basic techniques of rock climbing, abseiling and rock-scrambling on some of the crags where the conquerors of Everest first trained.

You'll learn the basic safety routines, route-finding, rope management and you'll be climbing to great heights before you even know it.

It's a fun-filled weekend, worth over £80 per person, with action during the day and entertainment in the evening. Well looked after by the guides, and staying in one of Countrywide Holiday Walking centres — a big country house in Llanfairfechan, you'll be sorry to ever leave.

Excited? Ready to throw yourself off a cliff backwards? Well this is what you do.

200 runners up will receive a voucher entitling them to £5 off one of the numerous holidays in 1988 run by the Activity Holiday Centre, which we can't mention here.

WHAT TO DO

A rock climbing and adventure holiday will test your initiative. So now you've got to show some and find the name of the activity holiday centre which has donated the prizes and also the name of the small town where it's based. To find the town, we're sending you on a chase around Britain — and you won't need Anneka Rice! There are ten clues sending you to ten different places. Take the first letter of each of the places you stop at, put them together and you will find the name of the town you're after. Simple. Once you've found the town, you will find the name of the activity centre hidden somewhere in this article.

Send your entries to the I'm So Macho I Could Just Hurl Myself Off The Edge Of A Mountain Compo, 14 Rathbone Place, London W1P 1DE.

Name ....

Address ....

....

Postcode .... **Age** ....

The Activity Holiday Centre that's mad enough to invite me for the weekend

is ....

and it's based in ....

17. Dartmoor Expedition Centre, Rowden, Widecombe-in-the-Moor, Newton Abbot, Devon.
Tel: (036 42) 249
Weekend and one week multi-activity courses open all year. Pursuits include climbing, canoeing, sailing, caving, orienteering, camping, mountain rescue and moorland walking.
£48 —full board.
£100 —seven nights, full board.

18. Dolphin Adventure Holidays, Adventure House, 34-35 South Street, Lancing, West Sussex.
Tel: (0903) 765581.
Action packed holidays open during Easter, July and August, including tennis, archery, judo, football, windsurfing, trampolining, badminton, canoeing, rollerskating, arts and crafts, gymnastics, drama and talent competitions.
£160 —one week, full board.

19. International Youth Camp, Canute House, Hennings Wharf, The Quay, Poole, Dorset.
Tel: (069 171) 2631
One week holidays from March to September. Fully qualified instruction in waterskiing, windsurfing, canoeing and sailing.
From £170 —one week, full board.

20. ISCA Children's Holidays, Bonnaford, Brentor, Tavistock, Devon.
Tel: (082 281) 514
Fun-filled holidays with courses held at Easter in Devon and in July and August at the Royal School, Bath. Activities include computers, snooker, pool, rifle, shooting, travel round the area, riding, abseiling, rock climbing and archery.
£144 —one weeks' full board.

21. Mill on the Brue Activity Holidays, Grants Mill, Bruton, Somerset. Tel: (0749) 813589
One week multi-activity holidays, open during school holidays from April to September. Family run centre on a farm and mill with 80 acres of fields, woods and a lovely river. Activities include grass tobogganing, pony riding, grass skiing, canoeing and shooting. Ages from 8 to 14.
£151 —one week full board.

WALES

22. PGL Young Adventure Ltd, 101 Station Street, Ross-on-Wye, Herefordshire. Tel: (0989) 63511
Weekend and one week multi-activity holidays held at 20 different holiday centres. The action includes motorsports, pony trekking, windsurfing, canoeing and sailing.
£49 —weekend full board.
£159 —one week, full board.

23. Young Leisure Activity Holidays Ltd, The Rock Park Centre, Llandrindod Wells, Powys. Tel: (0597) 2021
One week multi-activity holidays, open all year at three locations. Pursuits include cricket, archery, basketball, climbing, orienteering, cycling, fishing, football, golf, riding, table-tennis and any number of watersports. £159 —one week, full board.

NORTH EAST

24. Bear Sports Group, Windy Gyle Outdoor Centre, Belford, Northumberland. Tel: (066 83) 289
Open during school holidays and weekends. Multi-activity and special interest courses. Plenty of sports and outdoor activity as well as painting, pottery and wildlife observation.
£35 —one weekend, full board.
£115 —seven days, full board.

25. Marine Activities, The Way Foot, Covet Hill, Robin Hood's Bay, Whitby, North Yorkshire.
Tel: (0947) 880496
Any duration multi-activity holidays. The centre, which is open all year, is only seconds from the beach and offers scuba diving, orienteering, hiking, sailboarding, riding, snorkelling, and surfskiing.
£11.50 —per day full board.

26. North Humberside Riding Centre, Easington, Near Hull, North Humberside.
Tel: (0964) 650250
Riding holidays open all year for beginners and advanced riders.
£100 —5 nights.

27. Naburn Riding Holidays, Naburn, York.
Tel: (090 487) 283
One week riding holidays, open all year, suitable for beginners and advanced.
£120 —one week, full board.

NORTH WEST

28. Action Holidays, Windrush, Bexton Lane, Knutsford, Cheshire. Tel: (0565) 54775.
Offer one week multi-activity holidays during the summer months only. Activities include horse riding, windsurfing, sailing, canoeing, climbing, archery, rifle shooting, computing, football, gymnastics and judo.
£149 —one week, full board.

29. Wasdale Mountain Walking Holidays, Old Strands Cottage, Wasdale, Seascale, Cumbria.
Tel: (094 06) 258
One week holidays with tuition on mountain walking in the beautiful Lake District. Open July and August, ages from 10 to 14. Farmhouse accommodation.
£78 —one week, full board.

SCOTLAND

30. Snoot Youth Hostel, Royal School of Veterinary Studies, Summerhill, Edinburgh. Tel: (045088) 224
Pony trekking and youth hostelling holidays, open June to August.
From £69.

31. HF Holidays, Alltshellach, Onich, Inverness-shire.
Tel: (08553) 357
Walking holidays in the finest Scottish mountains. Age from 16 upwards.
£94.50 —one week, full board.

32. Balcraig House, Scone, Perth. Tel: (0738) 51123
Fishing holidays with tuition available. Open all year.

33. Scottish Gliding Union Ltd, Portmoak Airfield, Scotlandwell, Kinross.
Tel: (059284) 543
Six day courses in glider flying and soaring in seated gliders. Open March to September. Minimum age 16.
£195 —six days, full board.



VINDICATOR

GREEN BERT 2

Yes, Bert is back! And Ocean isn't planning any old game for his return — this is a blockbuster in the making! *Marcus Berkmann* went on a swift recce....

Ah yes, worra great game that was. *Green Beret* was one of the biggest of all early Speccy hits, in the days when keyboards were rubber and so were Phil's underpants (*Eh? Ed*). One of the first of the great scrolling shooters, it looks a little gnarled around the edges these days, but that hasn't stopped Desert Island Diskers voting for it still.

Years later, Ocean is now preparing the sequel — but far from just knocking up a slicker version of the first one, its in-house programming team is planning something altogether more ambitious. Three games in one, in fact — the sort of megapackage that'll need a C90 to hold it all, with more code than the KGB would know what to do with. We've managed to blag a look at the first of the three games — we couldn't see the others, mainly 'cos no-one had started working on them yet! (Ahem!)

The first section features our good friend Vindicator (Vin presumably short for Vincent here), flying through a series of vertically scrolling landscapes bombing things. But what things? Aha. The trouble is that when you've completed your bombing run, you must drive across the same terrain in your trusty jeep. Yes indeed. Which means that if you've bombed the right targets, you won't be zapped by them as you drive past the critters. But if not...

In this section alone there are three 'scenes,' one rural, one urban and one industrial. Each has its own particular hazards, and you'll find out by trial and error which are the most important ones to destroy. The animation in this part is exceptionally smooth, and the graphics, though monochrome, are unusually clear (as opposed to the usual blue, shaded with blue, on a blue background).

Now, you're asking, where does this seafood fit in? Well, this is no everyday mission for Green Bert, for as soon as he's survived his little jeep run there's the standard "mothership" to dispose of. You know the way all those spacey shoot 'em ups end with enormous motherships to dispose of? Well, Bert's a surreal sort of cove, as well as a verdant one, and his final target is a giant lobster. Lobby Lobster, in fact, and there are 99 phases of animation on him alone.

From the surface it's then time to move underground and into Part Two. Suddenly, doors appear as if by magic on either side of the corridor (both if you're unlucky), and out jumps warriors, whom you must fight. Combat will be fairly straightforward but occasionally your assailant will be armed, so you'll have to disarm him before anything else. There's a distinct possibility that this could be jolly gory (the word 'disembowelment' has been mentioned), but let's not say too much, just in case someone important finds out about it and causes a palaver.

If you vanquish this character, you get to walk into the room he leapt out of. In there is a computer, from which you'll be able to glean a map of part of the maze — not necessarily the part you're in, either. The idea, it turns out, is to collect key cards which will help you find the ten components of a bomb, which you'll need later on (I told you there was a lot in it, didn't I?). The more times you play, the more bits of map you'll get, and yes, there'll be a lot of copying down from the screen. And yes, the full map fits together in only one way... There are other hazards as well, of course — disappearing floors, and parts of the maze that are wired up to the National Grid. But you'll need all ten parts of the bomb before you can get to Part Three.

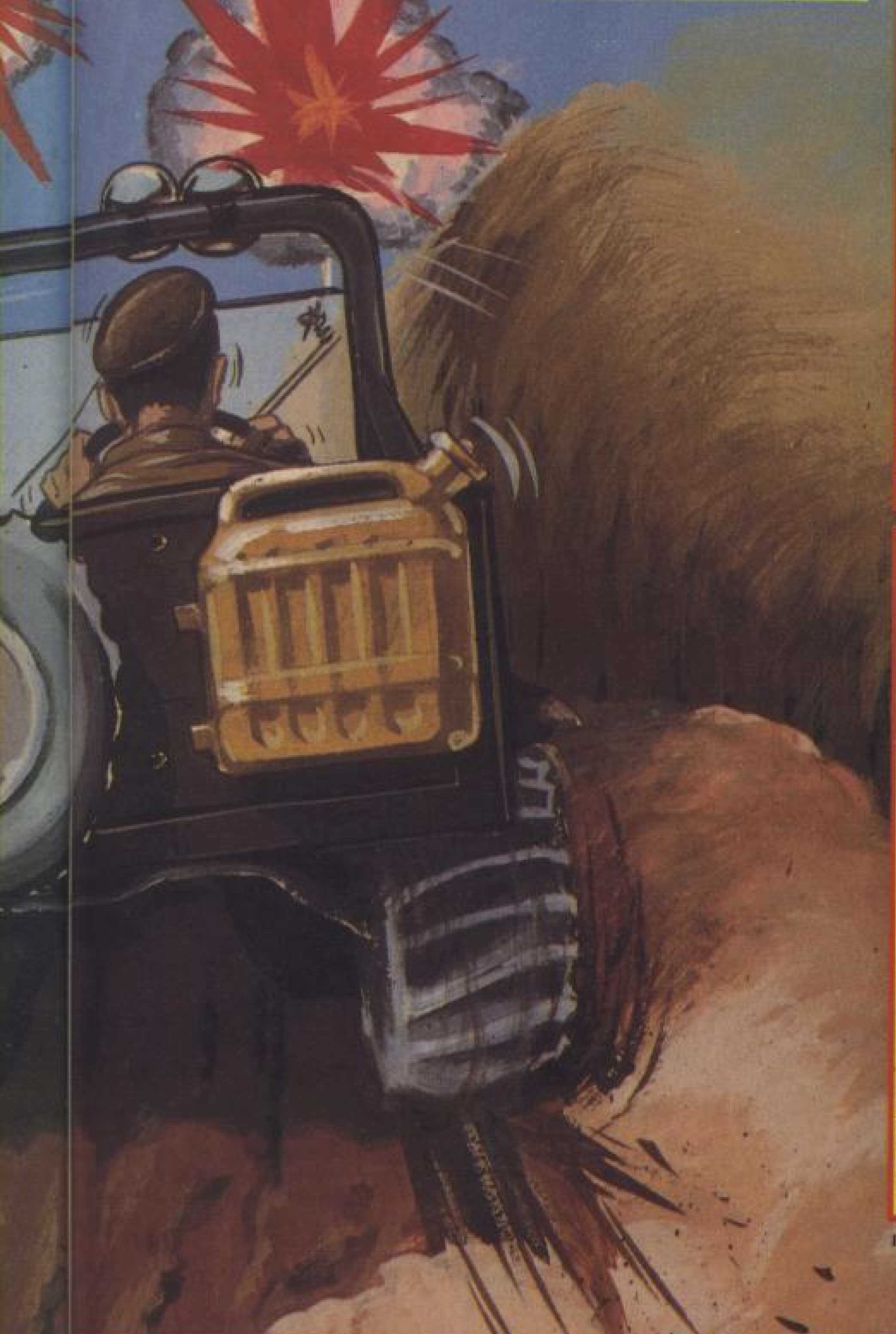
The final section is, for want of a better description, in the mould of *Rolling Thunder*. The basic plot is left to right, shooting things, but there'll be lifts and platforms as well subterranean passages and two-way scrolling to boot. At the end of this part there's a puzzle to solve — and even



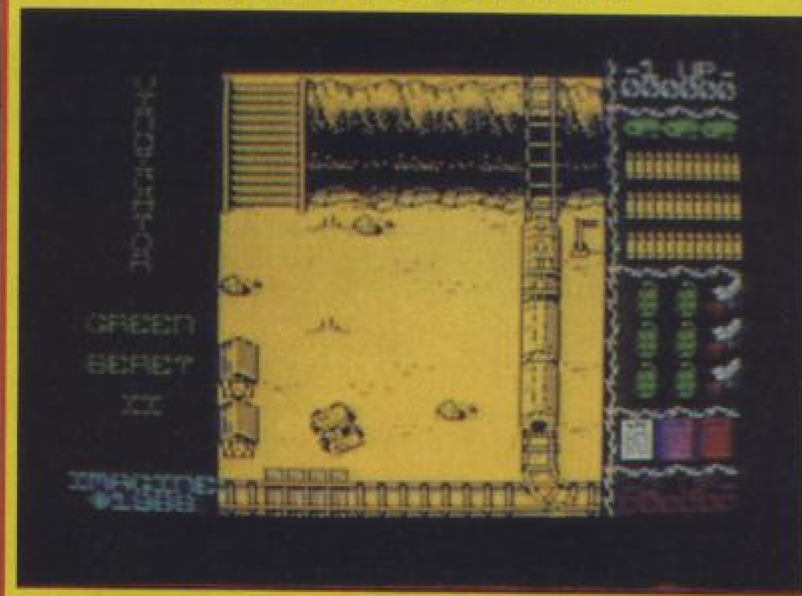
then it's not over, as you have to kill the Mr Big of the plot (which, as far as I know, is yet to be written). Then you set the bomb, and get the hell outta there.

See what I mean? *Vindicator* doesn't sound like the sort of game to occupy a few odd moments — from what I've seen it'll drag you down into the depths of despair and keep you there until, months later, you've finally cracked it. Or not, as the case may be. With Paul Owens of *Gryzor* fame at the controls we could be in for a treat. Still, it'll be out at the end of May — and I guess you'll be battering away at it for a lot longer than that!

FAX BOX
Game .. *Vindicator — Green Beret II*
Publisher .... Ocean
Price £7.95



IN THE COUNTRY



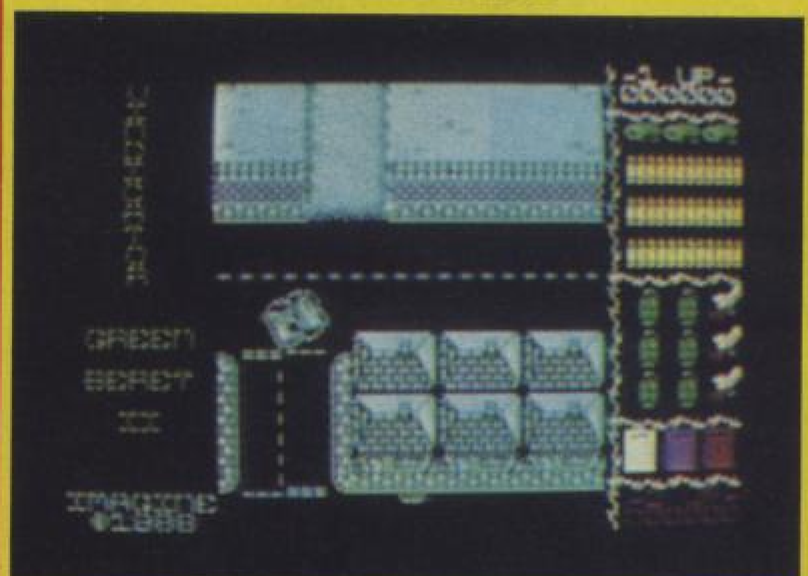
Bert (or was it Vin? I forget), traverses the swamp and moves along through the course. In the finished product there'll be nasties galore — especially if you haven't shot them down before on your bombing run!

CRUSHED BY THE WHEELS



Into the industrial wasteland we go, and with all those pipes and barrels and things in the way, you'll be glad of Bert's driving prowess. Although it can travel in eight directions, the jeep actually has 16 animations, making your turns very slick indeed.

DOWNTOWN



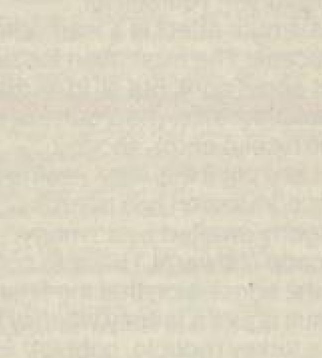
Bert's final port of call on level one is 33 Acacia Avenue, where he's having tea with Mrs Scroggins and the ladies of the Women's Institute. Among the subjects on the agenda is what Mr Toves from number 24 is up to, that nice young milkman and Mrs Wabe's delicious rock cakes. *(Are you sure you've got this right? Ed)*

ILLUSTRATION: NICK GRANT


It's here-The return of Elvin Atombender!
IMPOSSIBLE MISSION II™
Unsurpassed Espionage Action...
After two year's wait at last it's arrived—the sequel to beat all sequels! Impossible Mission II retains all the fun and strategy of the original as once again you embark on the challenge to find a safe route to Elvin and the final showdown where he will meet his end! Search each room, find code numbers, objects and keys to help you with your mission. You must avoid or destroy the guards and robots that patrol the five towers or risk being destroyed yourself.
Successfully dispose of Elvin and your quest is half over! Now your Mission becomes truly Impossible as you strive to escape the towers, avoiding guards, robots, mines, trap doors and elevators without detection!
NOW AVAILABLE ON SPECTRUM
...From the lift you enter the first room...
...But where to next?...
...Who or what is lurking behind these cars?...
...Can you access the next tower?...
...Could the final P.I.N. number be here?...
...Running into more trouble?...
...Why is the robot guarding that table?...
...A message on the tape recorder?...
...Quick! Escape from Elvin!!...
Commodore 64/128 £14.99 disk £9.99 cassette
Amstrad £14.99 disk £9.99 cassette
Spectrum 48/128K £8.99 cassette
Atari ST £19.99 disk COMING SOON!
IBM PC & Compatibles £24.99 disk COMING SOON!
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EPYX®

SCREEN SHOTS

PART TWO



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

BLACK LAMP

Firebird/£7.95

David Imagine this: your only aim in life being to marry the Kings' daughter and fool around a little. A pretty reasonable ambition for a besotted jester I guess, unless you happen to be a member of a court plagued by hoards of demonic creatures, as you are in this new game from Firebird.

You are trying to gain the hand of Grizelda, the Kings' daughter, in marriage. But to do this you'll need to scour the Kingdom of Allegoria in search of certain lanterns that were stolen from the Royal treasure trove and in particular, the Black Lamp of Allegoria. Actually, all it means is that you need to collect 9 objects to complete a level, and the carrot is a bit of Regal Nooky.

Naturally, you'll find a lot of meanies chasing after you, flinging magic bolts at you, or, as in the case of the buzzard, dropping ox-stunning eggs (everyone scramble!) But all is not lost, for you are armed with a magic belt buckle (blimey, do these games designers come up with some weird ideas), with which you can destroy the nasties with differing degrees of success. Some, like the werewolves and witches, need only a couple of shots, whereas the dragons need so many it's more likely you'll fall asleep and/or die several times in the process.

One problem with all this magic stuff flying around, is you can't duck. You can jump, but never high enough to dodge them completely.

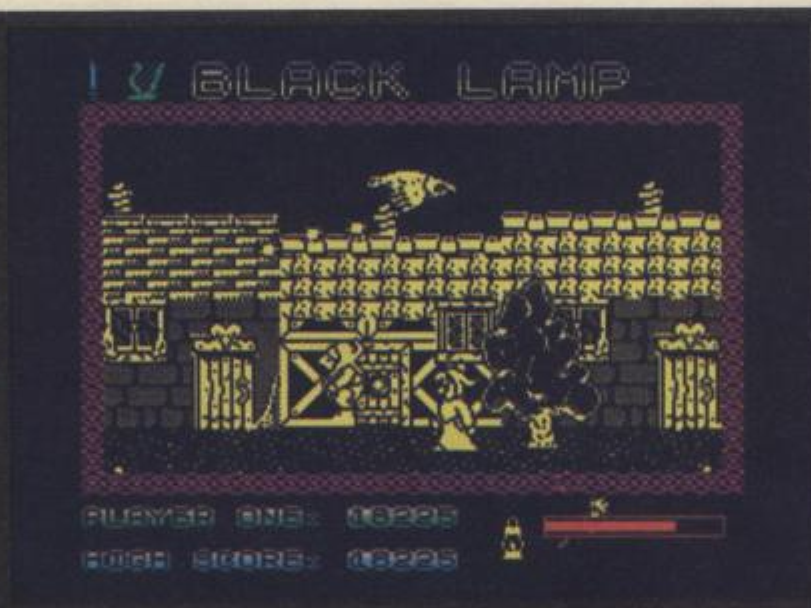
The graphics are excellent with some nice touches to detail, but the two-tone scenes could have had some colour added. Jack's movements have been well thought out and executed — he walks, he jumps, he jumps backwards, he swings his bum while climbing ladders — but this only means massive reduction in game speed.

Jumping is essential just to keep the game moving. Watch out when on certain platforms though, 'cos you sometimes jump straight through. A useful trick on the bottom of steps that hit the edge of the screen, is to jump backwards. Oh, and talking of neat tricks, the dragon basically fires in two directions. You'll have to climb to kill it, so try to find a spot near the top where he aims downwards, then you can fire at will, with no ill-effects.

Another nice feature, and one quite unlike most other games where you have to collect an object and plonk it somewhere, is that there are 20 separate rooms you can go to. It doesn't matter which, so you don't have to keep going back.

Your Jack has five lives and you can sustain a certain number of hits before his energy runs out. When low on energy, you can build it up again by collecting food and drink scattered around. Additionally, for a limited number of shots, weapons increase your firepower and shields protect you from direct hits from others. Falling from a great height — not normally recommended — can be made safe by collecting a musical instrument. It's a shame these bonus objects are so few and far between though, 'cos there's only one of you, against a seemingly inexhaustable supply of adversaries.

Now I'm a sucker for this type of game — lots of blasting, no puzzles of any magnitude to work out and, if it weren't for the effective lack of speed, just a damn wacky good time. The scenery in *Black Lamp* is undeniably (for me anyway) fabbo and the detail is cute (if slow). Okay, so it may not be everyone's cup of tea — best bitter, maybe — but don't knock it 'til you try it, I suppose.



Witches on brooms, werewolves snapping at your ankles and, as seen above, even evil buzzards which drop foul eggs on you. In other words death awaits from all directions. Weapons and musical instruments collected show up as a sword and harp at top left. Shields show top right.



Most inanimate objects can be used for a bit of mountaineering practice. In all cases, to kill a dragon you'll need to get up high. The further away the better, so the angles are cut down — you wouldn't want to go before your time, would you?

YS CLAPOMETER

Graphically sound, but the fiddly bits slow things down a little. Fun for the few for the while.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

STAR PAWS

Software Projects/£2.99

Duncan Crikey, that's a funny idea; take the name of a well known film, change one of the words slightly and voilà, a rib-tickling title for a computer game in which the main character can be a dog (because dogs have paws). Har, har. I'll see if I can come up with something, using that formula, before I finish this review. Anyway, back to the game.

First thing I must admit is that while I was playing this game I was labouring under the misconception that it was a full price release. Imagine my astonishment when I saw the ACTUAL price tag only several pico-seconds before typing this. I floundered, by cracky.

The basic plot of the piece is that you, a canine 'space-hero' called (groan) Rover Pawstrong have to run about killing 'Space Griffins' (meep meep *Road-Runner* lookalikes, who also happen to be culinary gold dust).

There are four bits to the game (which for the most part is a two way scroller), and here they are:

Planet Surface: Run around the planet, jumping over the little craters and picking up bonus weaponry to help you in your task. Space Griffins are trusting little fellows. Easy to kill and totally non violent. *Your* only enemy is time. Oh, and 'keep 'em peeled' for holes in the ground, which leads me onto.....

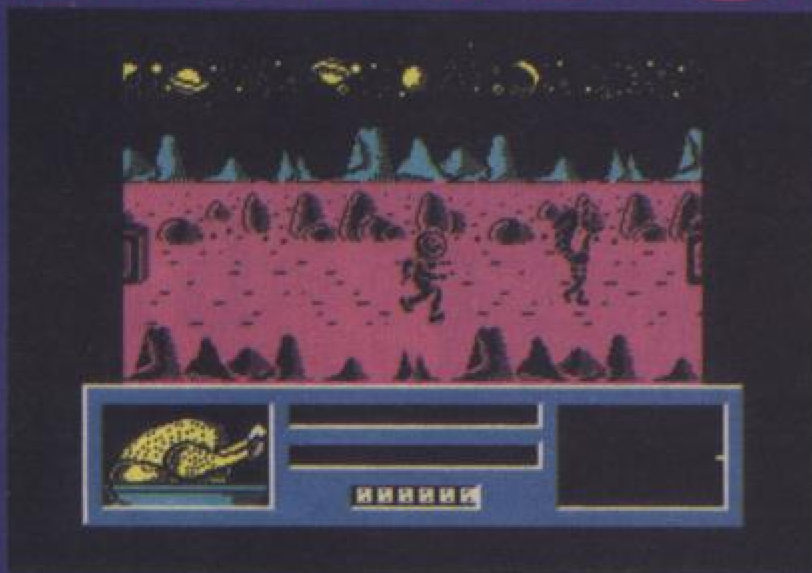
The Mine-Shafts: Er, same as above really, except you collect charges for your laser gun.....

Laser Gun Sequence: A bit like the combat sequence in *Tai-Pan*, ie a cannons eye view with the birds in the distance. Get the elevation right and keerpoowww!!!

Bonus Screen: A *Split Personalities* variant. A picture on a four by four grid is jumbled up before your eyes. Re-assemble it within a time limit.

The graphics are simply coloured with fair animation, although the control response does take quite a bit of getting used to. All in all this is quite a jolly little game and for £2.99, worth checking out.

Oh dear, I've suddenly remembered my foolish boast from the top of the review: a computer game title derived waggishly from a film title. Uuuuum, eeerrr, uuumm... Ah! Got it: *The Sound Of Moo-Sick*, you play a vomiting space cow. Cripes, I'm not very good at this 'game title' lark, am I? Boooiiinng!!!



YS CLAPOMETER

A jolly little game owing more than a passing resemblance to Road Runner. At budget price quite worth the spondies.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

SIDE ARMS

Go!/£8.99

Duncan Oh dear, bit embarrassing this one; let me elucidate. *Side Arms* is a coin-op conversion that arcade freaks have been awaiting with baited breath. What's so embarrasing about that?? Pin back your shell-likes and I'll tell you.

"I spent many hours (and spondiels) in the arcades playing the original....," "Okay, I wasn't expecting *exact* reproduction of the graphics but.....," "The overall feel has been retained at the expense of the....." These are the kind of comments expected in a review of this type, but the touble is (ulp!), I don't go to arcades very much. The last time I was in one I scored 190 points on, eeeerm ("Go on, go on"), well, on *Asteroids* actually. Crikey, confession may be good for the soul, but it's a bit tough on the credibility. If you're an arcade freak I offer my apologies and suggest you check out the screen-shots. Grovel. As for the rest of you, hold your breath — I now give you *Side Arms* (Well, I don't actually *give* it to you, that would cost me about £800,000, but you know what I mean).

In this monochrome right to left scroller you control a gun-toting 'flying space commando' who has to shoot the oncoming aliens. Trouble is Spec-chums, that the gun our hero starts off with is a bit, well, naff really. This coupled with a low stamina level (inducing sluggish movement), doesn't auger too well for prolonged survival. Just as well then that your gun can be upgraded and your stamina levels replenished. Phew!!! Bet you thought we were all 'goners' for a minute there. Anyway, this is how the upgrading system works:

The killing of certain aliens results in the appearance of a small bubble icon. Shooting the bubble will turn it (with each progressive shot) into a series of differently shaped icons which, when flown over, will credit you with new weapons or, of course, bonus stamina. There are five weapons available to you, the ones you possess being indicated at the bottom of the screen. You can access them via the keyboard, once you do actually have them, and as you've probably guessed they each have their own worth, depending on your situation.

So you boing around the screen shooting the aliens as the scenery scrolls inexorably behind you; until suddenly it doesn't! You're now above a tunnel shaft and there's a mega-nasty to dispose of. A biggy, by cracky. Kill it and then sit back as you descend slowly (!) to the next level. And so on.

The graphics (monochrome as I said), are pretty uninspiring throughout — functional but uninspiring. You'd have thought the chaps at Go! could have tried a bit harder, especially as there were no attribute problems to contend with. I mean, look what Hewson managed to pull out of the sack with the brillo *Exolon*, even *with* the possible colour probs.

Graphics aside 'though, I must say that *Side Arms* is actually quite addictive — the aliens follow set flight patterns, so positioning yourself for maximum effect is a learnable process. The frustration factor is set about right, but all in all the game is a trifle, (how can I say this nicely) eerm, shoddy.

Let's put it this way: seeing as this conversion has been so eagerly awaited by so many arcade stalwarts, I have to come to the conclusion that the final result is just a teensy weensy bit of a turkey (gobble, gobble). Unless of course the Speccy version is a remarkably accurate conversion of the coin-op, in which case I'm afraid that it's the 'arcade stalwarts' that are the turkeys for rating it so highly in the first place. What clots.



YS CLAPOMETER

Rather disappointing coin-op conversion. Flat graphics are the main problem. Not very inspiring.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

PIGGY

Bug-Byte/£1.99

Duncan Once upon a time there were three little pigs. They each built a house of differing structural solidity in the hope of keeping out the big, bad wolf. Pig number one goofed up a bit with his house made of straw (the clot), as did pig number two with his little wooden shack. Oh dear, oh dear, will pig number three get it right? I do hope not!!

You get to play (yes, you guessed), Piggy number three in this flick screen maze cheapy. Guide the little chap around, avoiding the nasties, while you pick up the items he needs to build his house. Hot on your tail is Mr Wolf himself (for it is he). And that's it basically.

With its rudimentary UDG graphics, almost non-existent sound, appallingly bad control response, uninteresting gameplay and rather 'iffy' collision detection, I am forced to the conclusion that this game is, eeerm, not really very good at all. In fact it's worse that that. Even at £1.99 I guarantee that if you buy this you WON'T live happily forever after. Boing.

YS CLAPOMETER

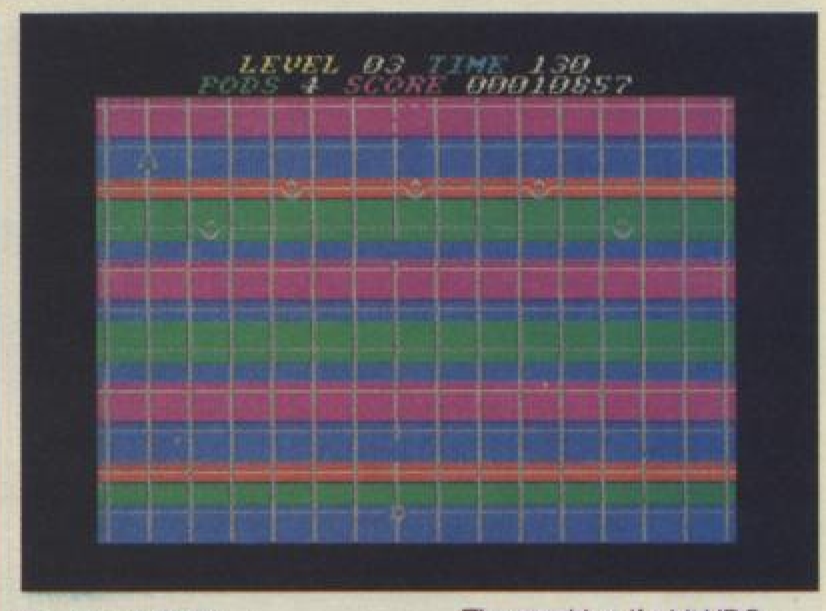
A waste of dosh even at budget price. You'll be huffing and puffing for your money back!!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 2



POD



Mastertronic/£1.99

Jonathan "*POD* has no pretentious storyline" is the sort of sentence that's guaranteed to fill the heart of an overworked reviewer with dread every time. There goes my witty, topical intro paragraph. Still, saves on typewriter ribbons I s'pose.

In the unlikely event that you're interested, *POD* stands for "Proof Of Destruction," and it's billed as the most addictive shoot 'em up ever. I just hope the Trades Descriptions Act doesn't apply to computer games, or Mastertronic will be in it up to the shoulders.

POD uses the prehistoric grid format, in which the alien scum comes hammering down the screen at you, ready to be picked off by your gun turret. If you can survive their onslaught until the timer runs down, you have the dubious pleasure of going on to the next level.

The graphics, if a bit UDG-esque, move nice 'n' smoothly, but sadly there's nothing in the way of colour. Except, that is, for the migrane-inducing background, which can luckily be switched off. What's more, there's no sound, and what use is a shoot-'em-up without a few ear-drum mangling FX!?

This isn't really up to scratch, even for a budget game, so as far as I'm concerned it can just *POD* Off!

YS CLAPOMETER

"Is it possible for a game to be more un-original, or boring, than this? Answers on a postcard..."

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

3-D STARFIGHTER

Code Masters/£1.99

Duncan What's this strange piece of rectangular plastic I have in my hand? Ah, I know, it's an audio cassette with a game called *3-D Starfighter* magically enclosed within. Via Spectrum and telly, this unassuming object should be transformed into a real-time, visuo-tactile, interactive fantasy experience. Or will it, by Jingo? Well no, actually, it won't.

'Digitised Speech Synthesis' boasts the inlay blurb. Unfortunately, the chaps at Code Masters seem unwittingly to have digitised the voice of Lestor Piggott. "Kmmmnn, Ynnng," says the computer, 'Gmmmmnn, myuuub, bnnng." Fascinating. Actually this is the high point of the game.

The game's ingredients are one scenario: ten 'space zones'; one challenge: move your sights over alien craft and shoot; one main objective: clear each 'space-zone' and move to the next; E102, E434 and edible starch. You're faced with a black screen (ie outer space), on which a myriad of jerky sprites move about. Get the old 'sights' over an 'alien' and fire. Then do it again. (And again and again and...) Oh — I forgot about the 3D 'effect:' the alien ships get suddenly bigger (ie nearer you), and then equally suddenly smaller again (ie further away). Clever, eh? I had to chew on one of last week's socks to contain the excitement.



Oh dear, oh dear, oh dear. *3-D Starfighter* isn't really a very good game I'm afraid, Spec-chums. It's not very good at all, by cracky. I'd better cheer things up with a joke.

Q: What's small, green and goes up and down 3000 times every second?

A: Eeeerrmm... a small green vibrating thing! Crickey, I'm not very good at this joke 'lark', am I) (*No. Ed*) Crumbs.

YS CLAPOMETER

Feeble blaster well below Code Masters' usual standard. Less gripping than a hernia.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

KRYPTON FACTOR

TV Games/£7.95

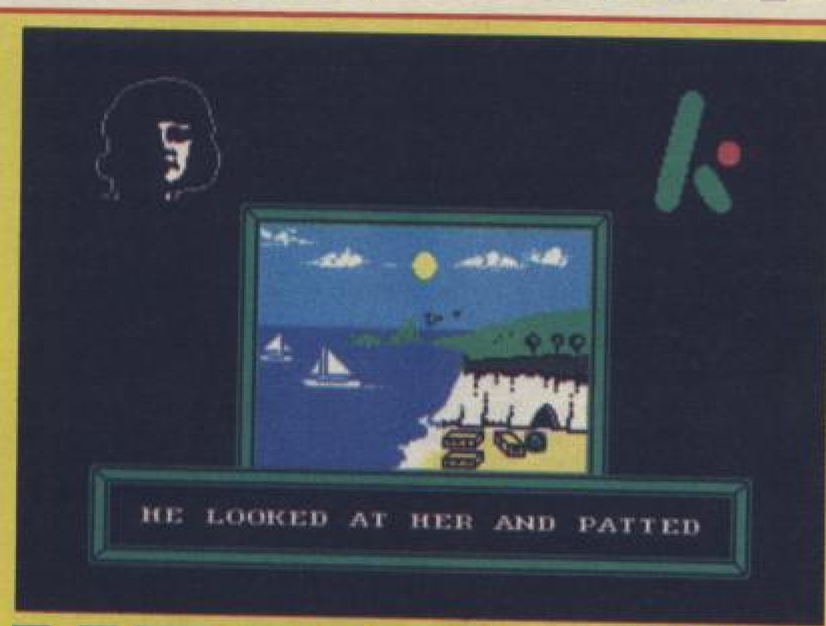
Richard What will they think of next? Maybe there's a company out there negotiating for the rights to *News At Ten* or *Gardener's Question Time...*

I'm sure you've seen the *Krypton Factor* on TV — the idea, if you haven't, is to pit four contestants against each other in a series of tests of their physical and mental abilities. The one who scores highest is supposedly the best all-rounder. On the box, players are tested on their memories, their abilities to perform different physical tasks, their recognition skills and their general knowledge. The computer game manages to reproduce the memory and general knowledge tests quite well, but the physical section is really a bit of a joke.

The first subgame (of six), involves remembering sequences of numbers flashing on screen, and then being able to type then back in, but in the correct numerical order. This is not half as easy as you might think; at the same time though, while it's something of a challenge at first, I don't honestly think it has much addictive quality.

Game number two is weird. First you have to study a really naff picture while reading a story which scrolls across the bottom of the screen. Then you study a similar pic and read a similar story. In both pic and story, things have been changed — present becomes postcard, fête becomes fair, and so on — and you have to identify the changes.

The third section has two separate games; in the first, you have to move the Ergobuggy to the end of a course. On the TV, this is quite a challenge, as you have to pedal in one direction



with your feet and in the other with your hands — no mean feat, I can tell you. On the computer though, it's just an exercise in joystick waggling. Ho hum, and a missed opportunity.

Once you've done that, you go to the vidwall, as in the real thing. And again as in the real thing, the longer you take over the buggy, the less time you have on the vidwall. This is a rectangle of TV screens, divided into four quarters. You have to work out which quarter has the most coloured screens of the same colour and then hit the right button. If you're confused, that puts you just ahead of me, as I was totally lost by this point. I tried hitting all the buttons at once, and the machine made all the right noises, but I didn't score anything.

Section four is another *Summer Games*-type game, this time on the assault course. Your little figure runs along, viewed from above, and every time you come to an obstacle, you have to work out what combinations of strength, stamina, arm and leg power will best get you past it. Again I pounded away at all four keys, but this time it seemed to work, as I scored 10 points! At least I think I did. It could have been because I was the only person taking part and so automatically won!

Part five involves solving a puzzle. At the bottom of the screen is a disassembled design, chopped into nine pieces. You have to put them in the right places in the empty square in the given time limit. Again, not as easy as you might think.

Finally you get to the sixth section, the general knowledge quiz. This works much like *Trivial Pursuit* (not surprisingly, as TV Games is owned by Domark, which published that game). Rather than typing in the answers, you say them out loud, press a button to have the right answer flashed up, and then tell the computer whether you were right or wrong. Lots of scope for cheating if you're playing with yourself (*Don't you mean 'by yourself'? Ed*).

And that's it, really. Up to four people can play, and right at the start everyone gets to choose from eight digitised pictures, which are accompanied by potted biographies, (Karen, a 22-year-old secretary from Blackpool). You can change the details if you want, but you can't change the picture — you're stuck with that grinning visage.

What more can be said? *The Krypton Factor* is one of the century's less gripping licensing ideas, and while it has flashes of almost-interest, it really doesn't grab me. Yet again, this is an example of a licensing deal where no-one sat down and thought much about whether or not the projected product would work. Just because you can computerise something doesn't mean you should. Some things just don't work as computer games, and I tend to think that *The Krypton Factor* is one of those.

YS CLAPOMETER

Not an obvious computer tie-in, and in the end a none too successful one, either.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

BMX KIDZ

Firebird Silver/£1.99

Tony Why do all computer game programmers think only kids ride BMX bikes? I have been known to pop the odd wheelie now and then, and I'm well past the sell-by date. I suppose BMX Adultz doesn't have the same ring about it.

Actually I'm surprised anyone buys BMX games if they are all as boring as this. *BMX Kidz* looks and feels like the conversion it is — in this case from the Commodore. That version was saved by an excellent sound track. Unfortunately, the Spectrum version can only afford a couple of beeps for FX once in a while.



The game is a race against the clock and is very much in the mould of *Milk Race* and *Tour De Force* in the way the action progresses. To complete a lot of the courses, points have to be earned by performing wheelies. Ramps are scattered across the course just for this purpose, but every time a wheelie is attempted your bike suffers a spoke loss. Luckily for you there are a few extra spokes waiting to be picked up, but grab 'em quick before the rest of the bikers nab them.

All that pedalling saps energy so collect the free coke to refresh tired limbs. Funny, coke always made me sick when I was bouncing on a bike!

BMX Kidz is below average even for Firebird Silver. Poor keyboard response coupled with gaudy, confusing graphics are not the ingredients of a classic computer game. This is really BMX junk, only fit for desperate BMX junkies. To put the skidz on *BMX Kidz* take my advice and leave it on the shelf.

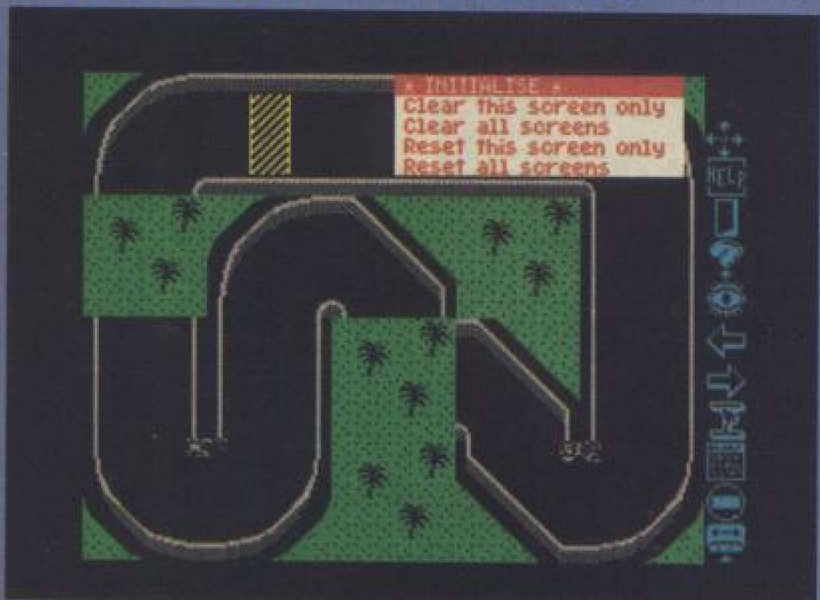
YS CLAPOMETER

Dire BMX racing game that left me feeling as blank as one of Lester Piggott's tax returns. Poor response, poor graphics and poor you if you buy it!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 3

CHAMPIONSHIP SPRINT



Electric Dreams/£9.95

Tony Hands up all of you who enjoyed the original Speccy *Super Sprint*? Hmmm! not an awful lot it seems. Alright, hands up everybody who thought it good value for money? Even less I would have thought.

Good news. Electric Dreams, for reasons best left to its marketing managers, has released a follow-up entitled *Championship Sprint*. The 'Super' may have been hacked off the title, but *CS* is a superior package, thanks to the welcome inclusion of a track designer on the flip side of the tape.

True, the 'A' side appears to be more or less identical to the original *Super Sprint* (a selection of tricky tracks and a dreadful start-up screen), so owners of that game will feel a mite peeved off if they think they are forking out for something new. But the 'B' side is where all the real action takes place. This is the *Championship Sprint Course Construction* program, and now you have the chance to experiment with totally wild designs, and pit in as many features and obstacles as can be safely fitted onto the track.

Using the track designer couldn't be simpler, (and that's a great help to a simple person like me). Everything is icon controlled in the best way possible. So a series of icons run down the left hand side of the screen, while the main part of the screen is taken up by the design itself. Moving your cursor and pressing fire drops a section of track onto the screen. This can then be shifted around at will, positioned or removed. It's all up to you really. If you have ever messed about connecting bits of Scalextric together you should have a pretty good idea of what I mean.

Once your wacky designs are complete and everything checks out okay, save your custom creations and load them into the 'Racing' side of the tape. Select the custom tracks option and away we go. Up to eight new tracks can be loaded, but if you get bored with those, there's nothing to stop you having a crack at designing a new set.

Championship Sprint is much better value than the overpriced and un-rewarding *Super Sprint*. Even so, all the old niggles about poor control and dodgy sprites are still here, which is a pity. The programmers have had the chance to improve all those things that let *Super Sprint* down, but seem to have been concentrating more on the construction aspect than on the gameplay.

To sum up (M'lord), if you really enjoy this type of racing game go for it, but just because some of the tracks have been custom-built, don't expect an easy ride — the computer-controlled cars never give up without a fight. Fans of the original *Super Sprint* will enjoy this, but if you already have that game, forking out another tenner for what is little more than a glorified track designer, may force you to think twice.

YS CLAPOMETER

Super Sprint *part two. More of the same plus an easy to use track designer program on the other side of the tape. Recommended for fans only.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

MAD X/£2.99

David The date; 2079. The mission; to patrol and protect the planet Earth (the less bombed bits, anyway) from the invading Wavaren. The task; to seek and obliterate just about anything that moves.

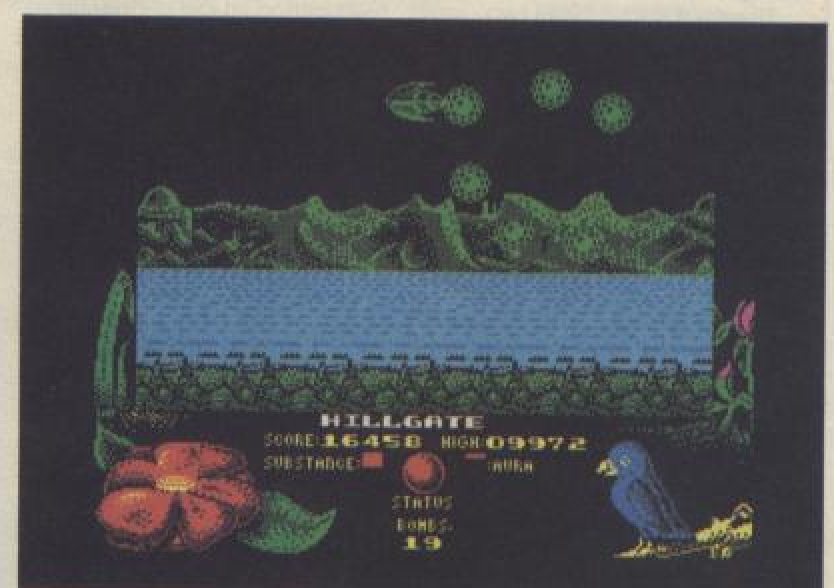
Energy Warrior has loads of levels, oodles of aliens and who knows what else? But despite some stunning graphic effects, there's little variety. The aliens look interesting at first, but become predictable after a while, and the game is reluctant to display its status. Oh and the alleged provision for joystick is nowhere to be seen — it's keys only on this one.

I can't quite get over the spiffo graphics, though — absolutely brilliant stuff. Your ship and the aliens float around on one plane, while the background and the increasing levels of foreground move at different rates, giving a really effective feel of perspective and movement.

So all this world may be a stage, but what happened to the script? A repetitive plot, I'm afraid — shoot and avoid, shoot and avoid. Every so often a robot centipede appears, and by shooting this you can collect bonuses — energy bombs, or keys to zap you into another area. Snore city.

Energy Warrior is the first release from Mastertronic's new MAD X label (X for extra old, p'raps?), which gives you two games for the price of one. Backed with the newey is the old fave (*Whose? Ed*), *Molecule Man*, all of two years old now, but still the same and still with the original maze designer. It wasn't bad for '86, but it's looking a little gnarled around the edges now.

Honestly though, this is not the value package it looks — unless you're easily seduced by pretty graphics, or you're (ahem), desperate to lay hands on *Molecule Man*. Well, someone might be.



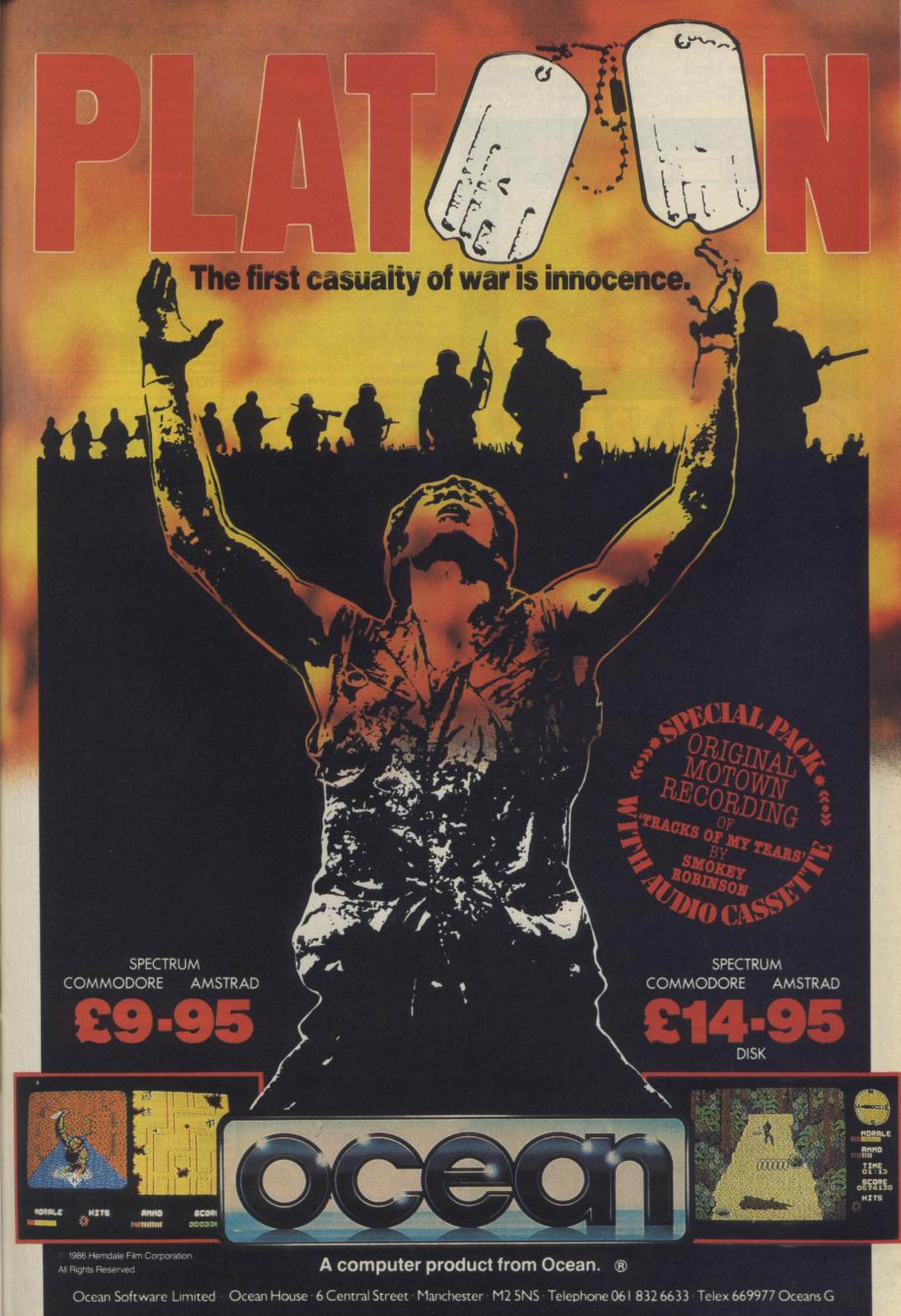
ENERGY WARRIOR

YS CLAPOMETER

Natty graphics but monotonous gameplay. Don't be taken in by that groovy screenshot!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

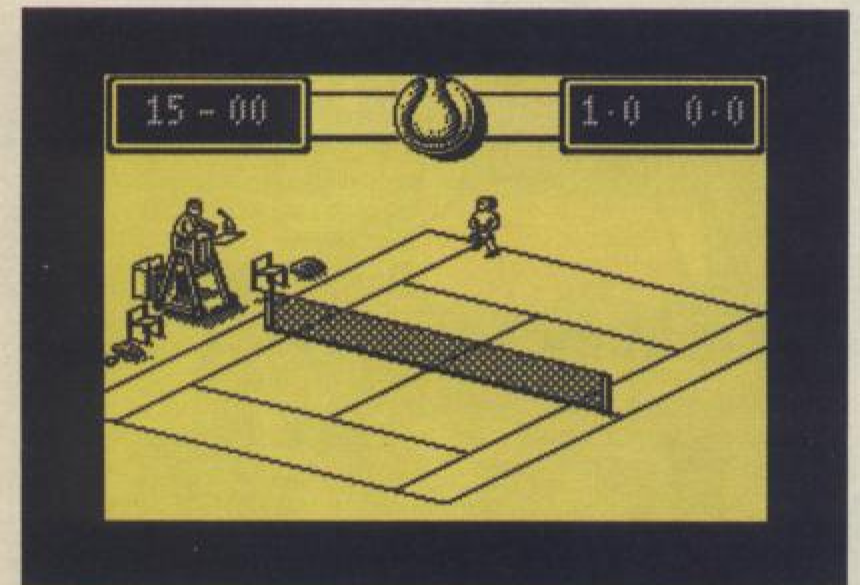
TOTAL 5


PLATOON
The first casualty of war is innocence.
SPECIAL PACK
ORIGINAL MOTOWN RECORDING
OF
'TRACKS OF MY TEARS'
BY
SMOKEY ROBINSON
WITH AUDIO CASSETTE
SPECTRUM
COMMODORE AMSTRAD
£9-95
SPECTRUM
COMMODORE AMSTRAD
£14-95
DISK
MORALE
HITS
AMMO
MORALE
AMMO
TIME
SCORE
HITS
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GRAND PRIX TENNIS

Mastertronic/£2.99

Tony I've always been a great tennis fan. There I am, at Wimbledon in front of the TV, a six-pack in one hand and a bowl of strawberries and low fat cream (gotta watch the calories y'know), in the other. Ah! There's nothing like it. Well, there probably is, but I'll tell you about that another time.



Grand Prix Tennis is another great game for all us armchair sporty types. All the excitement and none of the sweat. Well it would have been, except for one glaring point — the game is about as playable as snooker on a sloping table.

Trouble is, the game is far too easy, yet far too hard at the same time. I found it practically impossible to keep a rally going for more than two seconds, my opponent seemed to be Lendl, Becker and Borg rolled into one! On the other hand, it is possible to serve an ace with every — er — serve, thus making it très easy to win that game.

These two poor gameplay design points make the program a bit of a laff to play, but add to that the terrible collision detector and you have a game that would make John McEnroe rotate in his tailor made Nike sports shoes. In fact *Grand Prix Tennis* adds nothing new to tennis sims, and as far as I'm concerned, that oldie but goldie *Match Point* still wins game, set and match every time.

YS CLAPOMETER

Substandard tennis sim with poor collision detection and deeply flawed gameplay design.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

CAGE MATCH

Mastertronic/£1.99

Tony Wossis, then? *Cage Match* is a futuristic version of the gentle art of Wrestling, the sport loved by umbrella wielding grannies up and down the country. The standard wrestling ring has been replaced by a wire mesh cage, open at the top to allow the players to climb out. "Climb out?" I hear you say, "Why?" Simple. If a player manages to reach the top of the cage, he/it wins the game and the other player respectfully melts into three pounds of quivering jelly.

The player's character (after selection from a list of dubious looking contestants), must beat the living daylights out of the other characters, so as to reduce their vital energy meters. Get your opponent's energy low enough and he freezes, giving you an essential couple of seconds to dash up the cage side and end the game.

That's about all there is to it really. Only a tiny number of aggressive moves are available and most of those are difficult to perform when you need them. The animation is jerky and the characters respond pretty poorly to the game controls.

Cage Match may have been a good idea, but programmers Icon Design, who should know better, have put little thought into the gameplay. If you want to risk your two quid go ahead, but I can think of better things to spend my dosh on — like TWO copies of next month's *YS*!

YS CLAPOMETER

Mastertronic stab at two-player combat comes a cropper on the programming front. Severely average budget gear, not really recommended.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4



SCUMBALL



Bulldog/£1.99

Marcus Oi! Hairbag! Dogbreath! Toenail clippings! Belly Button fluff! KAPOW! Sorry Phil. (Sensitive fellows, these Tipmeisters). Right, where were we? Ah yes, *Scumball*, which sounds more like a medical complaint than a computer game. Sadly it plays more like a medical complaint than a computer game too.

Programmed by Software Creations, this is another of those arcade adventures we used to see so many of, that are high on graphical whizziness and low on actual game. You control the inevitable droid, this time called LINDA (Laser Incorporated Nasties Disposal Android), which has to zap the slimy nasties in the sewer, pick up eight grenades and then blow up the mega-nasty, known as the Green Slime. There's a fair amount of running about avoiding things, and there's loads of scenery to admire, but it all gets a bit boring after a while: to whit about 20 minutes, although I manfully carried on playing for rather longer, just to see whether something would actually happen.

'Not bad for £1.99', some would say, but in my book, a boring game's a boring game. It's been exceptionally well programmed —fast, attractive and easy to control —but this time that ain't enough.

YS CLAPOMETER

Undistinguished chase-about that's no different to hundreds of others. A bit more attention to gameplay might have been a good idea.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

POSTMAN'S

Richard Blaine introduces the first in his brand new Play By Mail section. A beginners guide to postal games — it's First Class!

Have you ever felt just that little bit cheated by the latest pow-zap computer game? You know, that 'Okay, so I've blasted the Kringons into ionised particles, solved the riddle of the Pyramid of Thrunge and managed to fight my way to the top of the world trade centre while gay gorillas throw large objects at me . . . so what now' feeling? The problem is, most computer games are a bit like a Chinese meal: half an hour after you've finished one, you've forgotten what it tasted like!

So how about trying a different sort of gaming, something you can really get your teeth into? Ever thought of . . . (cue dramatic music) . . . Play by Mail games?

LETTERS INTO THE SECRET

'Play by what,' I hear you say. 'What is this loony on about? How can you play a game of anything by post? I mean, the ZX80 was slow enough, but it was nothing compared to the response time of the Royal Mail. Didn't you see the Postman Pat benchtests on the telly? Slow? A three-toed sloth was quicker . . .

Many popular board games can be played by mail, and often are: *Diplomacy*, *Scrabble* and *Chess*, for example. But, strictly speaking, when people talk about Play by Mail games nowadays, they are referring to very complex strategy games, often involving hundreds of players.

Play by Mail gaming — or PBM, as it's known for short — has been around for some decades now. In a PBM game, at its simplest, you have a referee and some players. The referee has a map or chart showing the positions which each players' forces occupy. At the start of the game, the ref sends each player information on what forces he or she has available. The players then decide where they want their forces to move to, write orders down and send them back to the ref. The ref then plots the various moves on his map, works out whether any of the different forces have met and what happens if they do, and sends the players new information like where their troops are now, what they have found there, whether they have run into enemy forces, if they have had a battle and so on.

SEALED AND DELIVERED

Most PBM games, however, have added complications to the basic structure. The most common addition is an economic system. Players' troops don't just exist in a vacuum: they have to be fed and supplied with weapons. Some games even add civilian populations, which also have to be fed and kept happy.

In order to make weapons, a player might first have to get hold of the raw materials such as wood, iron ore and leather which then must be worked on by skilled craftsmen and the finished arms transported to where they are needed. In the most complex campaigns, the referee may craft an artificial world which mirrors the real one, with its own weather system, political affiliations, even religions. In some games, it's not



PLAY THE GAME

Starting out in the world of PBM may seem a bit confusing to the unini
a quick insight into the way a typical PBM game playe

KNOCK

PLAY BY MAIL

just one world the referee creates, but many — entire systems and galaxies!

One of the great strengths of PBM games is the way they can make use of limited intelligence. You won't usually be provided with a map of the entire world you'll be playing over. Instead, you'll only be told about the relatively small area which you occupy or can see. To find out more, you are going to have to go exploring.



E

o the uninitiated, so here's
me is played.

ILLUSTRATION: NICK GRANT

When someone new starts in a PBM game, he or she probably won't know any of the other people playing. But as the game progresses, players will meet each other on the map board. Once their paths have crossed, and assuming that they haven't just wellied in on each other, they'll then be free to exchange information about the game, or to have their countries or worlds trade with each other. As a result, PBM games involve a lot of diplomacy between players, with grand alliances being formed and splitting up as players' fortunes ebb and flow.

POSTAL CHARGES

If you're taking part in a PBM game, then, in most cases, you will be paying for each turn's worth of orders you send in. The amount you pay depends on a lot of different factors: how many players are in the game, whether it is computer or human moderated and how often you have to get your orders in. Some games will have set 'deadlines': others might allow players to send in orders as often as they like.

A few games are a bit sneaky over charges: while you might pay a flat fee for each turn, there might be other, hidden charges. For instance, you may pay extra if you have a battle, supposedly to cover the extra referee time in working out the results of the conflict. Perhaps unsurprisingly, the people who run such games have been accused of engineering wars between players, to get a bit of extra dosh.

Other games will put you in a stronger position if you put in more money. I can see the logic of this for the people running them: but why players should want to take part in them I have never understood.

And, in American gaming magazines you'll quite often see players advertising their positions for sale — and asking a fair amount of dosh for them too! Again, I can't see the fun in buying someone else's empire. It's much more challenging to grow your own.

USE THE POSTCODE

Sometimes, one player will be playing under a number of different aliases in the same game: or a group of players who supposedly don't know each other are really all neighbours, and plot their moves together. The referees aren't really able to stop this kind of thing, which is a shame, as it can lead to unbalanced games.

The more complex and realistic the game, the more likely it is to be moderated by a computer.

If a game is computer moderated, then it means that the referee has all the rules for the game, and the sub-systems for plotting where players moves will take them, or for resolving battles, on a micro.

This can mean just that the referee types in all the movement orders and sits back, waits for the results to be printed out, then writes up a turn report for each player and posts it off. Alternatively it may mean that players mark off the options they've chosen for their forces on a scannable card, and then the computer actually reads the orders itself, works out what happened, and then prints out a report for each player.

Mike Singleton, the programmer who wrote *Lords Of Midnight* and *Doomdark's Revenge* for Beyond Software, used to run a PBM game called *Starlord*, set in space — the players got situation maps printed in full colour by his wonderful computer system.

Unfortunately, the greater the role the computer plays in adjudicating the game, the more abstract that game is likely to be. On the plus side, computers are almost always absolutely fair, and they are a lot quicker and cheaper than people. Games which have a high degree of computer involvement often have a set end date and set victory conditions — a certain number of turns, for example, or when one player has conquered a certain amount of the map.

Personally, though, I prefer those games which are moderated by people. Because the human brain has a far greater creative capacity than a computer, human referees tend to run sprawling, very realistic games, where players will be rewarded for their effort and ingenuity.

PLAYAWAY

The two most popular types of PBM games are so-called 'tribal' games and space games.

In a tribal game, each player controls the destiny of a small tribe or band, wandering around a fantasy world. As the turns go by — assuming the player is lucky or skillful — his band will gradually grow larger, become more successful at hunting, perhaps acquire some civilised skills, and maybe even end up starting a settlement or taking over a city. Usually, tribal games are open ended — players start, and players drop out, but the game goes on.

A sort of subset of the tribal game is the role-playing game. Instead of a tribe, the player controls a band of adventurers. Frequently, these will be set in a world of magic, often inhabited by elves and other such mythical beasts. In fact, this type of game is really a postal version of popular role playing games like *Dungeons & Dragons*, complete with level advancement, different strengths of spells and so on.

Space games on the other hand are concerned with the destinies of entire galaxies, not simply a few insignificant savages dressed in furs wandering a backward world. Players control worlds, and use the resources of those worlds to build star fleets to explore other star systems, loot further resources, conquer enemy planets and so on.

In addition to the space games and the tribal games, there are modern type wargame campaigns, games set in fantastic kingdoms and even management games, like *Football Manager*, which are played by post.

LICK ME QUICK

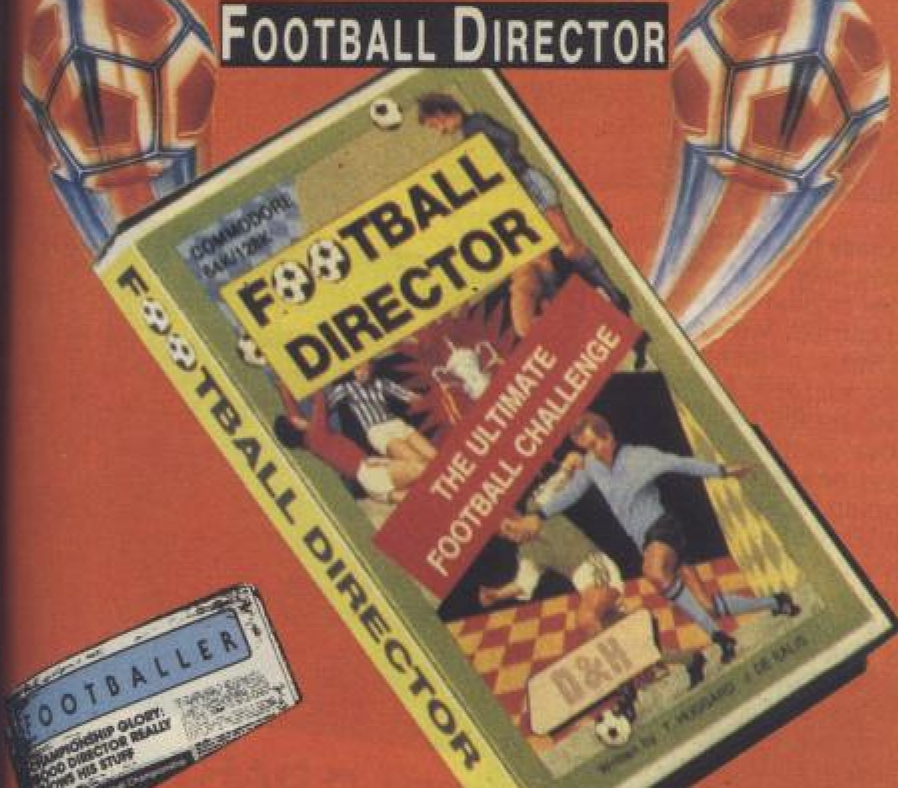
There are dozens, possibly hundreds, of different PBM games around. Most, however, are run from America, which makes them pretty expensive. If you're interested in having a go, then your best bet is to try one of the more popular games run by the bigger companies. This should mean that the service will be — relatively — good, and that the game'll run smoothly, with all the bugs shaken out of the system. Always check the charges very carefully, so you don't get caught out by unexpected bills. And make sure that you have enough time to devote to the game.

Also, if you decide to try one of the closed end games — usually with a restricted number of players in each one, with definite victory conditions — don't be surprised if you get zapped initially. You'll be up against people who've played the game before, and who know every trick of the rulebook. If you want a game with a shakedown period, so you can get used to the way things work before getting thrown in at the deep end, then try one of the tribal games. They usually give you a couple of easy turns, just to settle you in.

PBM gaming is great fun, but be warned: it can be very addictive. It also involves writing a lot of letters — so dust off your printer and your word processing software, because you'll need them for international and interstellar diplomacy!

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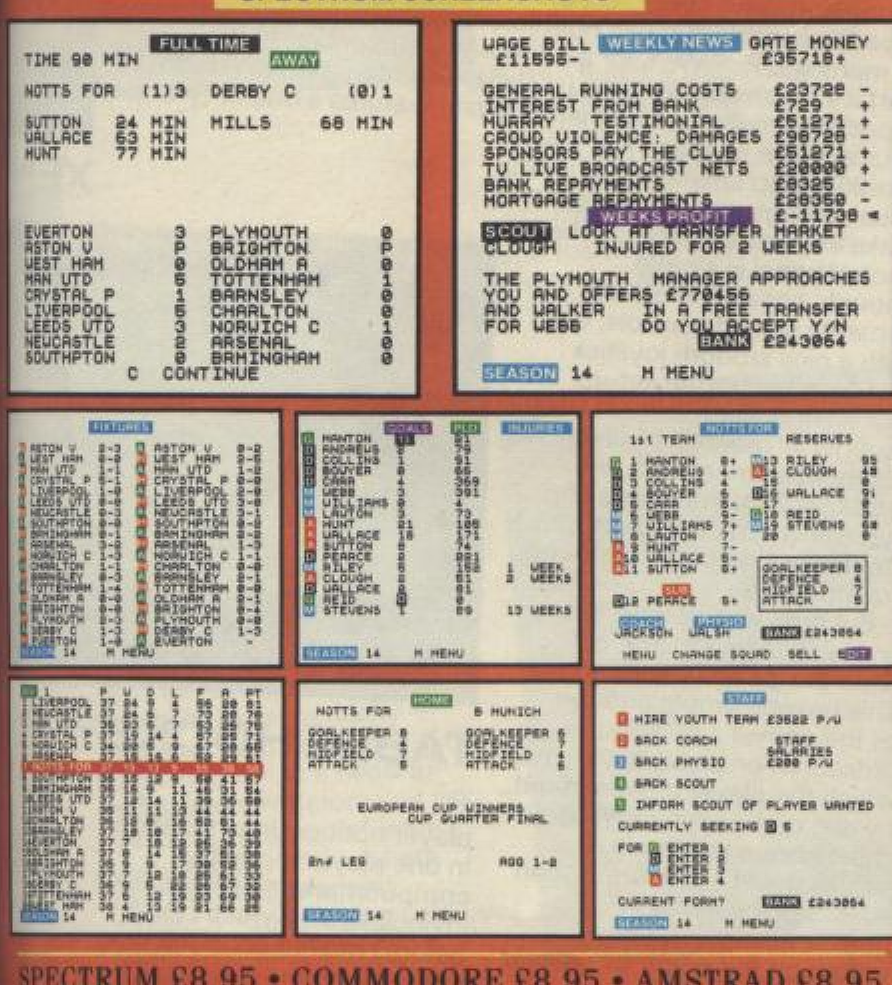
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Ciarán Brennan **turns Super Sleuth this month, to investigate the new Super Select System for...**

SLOTS OF FUN

It started out as just another day at the office. My semi-literate assistant, Parker, was busy chewing the carpet while I caught up on a bit of filing that I'd been neglecting lately — another couple of hours and I'd have these handcuffs off forever.

I hate to admit it, but things were a bit slow. It had been two years since we'd had a job, but then there hadn't been a lot of work available for royal wedding flag sellers since Andy and Fergie had tied the knot.

I was just considering changing my line of work when, out of the blue, the phone rang. "Great," I thought, "now we'll be able to find the damn thing." I pulled Parker off the railing where he'd been hanging on by his fingernails since the phone had shattered his comfortable silence, and together we tried to pinpoint the source of the persistent ringing sound. Half an hour later we uncovered it from beneath a pile of chipped plates which sported a yellowing Charles and Di, still grinning away happily. Nervously I answered...

"Hello?" An equally nervous feminine voice enquired. "Is that Seamus Shovel, the world famous private detective?" "Yes," I lied, desperate to talk to another living soul. "Well listen carefully," the voice purred, "I haven't got long, so I'll say this only once. A plot's afoot to finish the amusement arcade as we know it. There's a new outfit in town called Arcadia and it's planning to release the Super Select System — a coin-op that holds up to ten games in one cabinet! Worse still, the dreaded Mastertronic empire is behind the whole thing. If you don't do something about it we'll be doomed to spend the rest of our lives queuing up outside single-machine arcades the size of telephone boxes."

"Who is this?" I asked (for want of a better question).

"T'zer," she replied in a voice so breathless that I was beginning to wonder if I'd just missed the London marathon.

"I asked you your name honey, not your occupation," I replied, quietly chuffed at my own speed of reply. Then suddenly things turned nasty: "If you don't take this job, Brennan," she said in a voice that was growing more Thatcher-like by the second, "I'll release those photos of you and *John Minson* at last year's PCW show!"

So she'd seen through my lie — she knew it was me. My life swam before me, how had this evil temptress got her hands on those pictures? What if the police saw them? More importantly, what about my mother?

I decided to play it cool: "Please don't, please, please, please, please, Pleeeeeeeeee-ease, I'm on my one good knee, I'll do anything (well, almost...!), but please, please don't publish those piccies."

"Stop snivelling," the evil she-monster bellowed. "All you have to do is infiltrate Mastertronic's headquarters and bring us back the information we need. Otherwise... I'll print those piccies!" I had no choice, no matter what lay ahead of me at Mastertronic's base, it had to be better than spending any more time talking to that power-crazy monster.

Pausing only long enough for Parker to dust off his ancient camera, we rushed off to Paul Street as fast as our specially adapted C5 would carry us. Getting past the deceptively smiling secretary was easy enough, but how was I going to deal with Rachael Davies — a vixen only slightly less terrifying than our esteemed editress?

It was worse than I had feared. The moment we were inside the door of her inner sanctum, she had started to hurl mountains of technical information at us about how the Super Select System was based on a standard Amiga board, with advanced amplification and staggering add-on capabilities. How was I going to survive an onslaught like this? Then, as luck would have it, Parker came up with a brilliant solution. "Could we possibly have a cup of coffee please?" he enquired in his weakest possible voice. Taken aback at this sudden request, our captor fled the room in search of some programmer's manuals to finish us off with.

"Quick," I shouted to Parker, "Let's try out this baby while we still have a chance. To the machine..."

And that takes us nicely to the cabinet itself. What sort of a machine is this that can hold so many games? Well, for a start it's much smaller than I expected, smaller in fact than your average coin-op. The screen is also smaller than usual, though not enough to make any real difference. The control panel is simple enough, consisting of two separate sets of controls, each with a nice smooth joystick and twin fire button set-up. The all-important coin slot accepts all manner of silver and gold change, with one credit for 20p, three for a 50p piece and a massive seven credits for one of those pound coin thingies.

But time was getting short, and we still had to find out what the games were like. This proved simple enough, as the games available are presented on a pictorial menu which the player moves about by use of the joystick. When a choice has been made, a simple press of the fire button accesses the game in question.

First on the menu was *World Darts*, a straightforward simulation which either places two players in direct competition or allows a single player to compete against a variety of obese opponents. A floating hand is guided towards the relevant section of a fairly clear dartboard, and the fire button is pressed when the player is ready to throw. Guiding the hand takes quite a bit of practice and it can take some time to finish a game (especially as the score starts at 501), but all things considered this is an enjoyable enough opener. By the way, there's an animated announcer who calls out the scores, but for obvious reasons I never found out how good he was at screaming "One hundred and eighty!"



WORLD DARTS

Next up was *Table Hockey*, a computer version of the classic pub game, which once again features a one or two player option. Unfortunately, in one player mode the computer proved practically invincible, so it wasn't long before I moved on to the next offering.

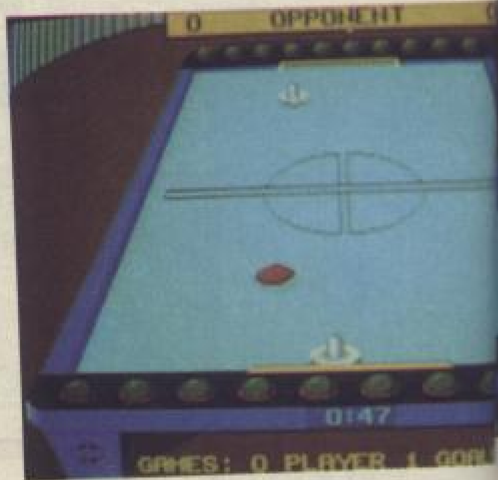


TABLE HOCKEY

And what was that? You guessed it, another simulation of a pub game — this time *Pool*. Once again there's



nothing startlingly original on offer, but the graphics are competent enough and the action feels quite realistic once you've got the hang of



POOL

controlling the cue ball. I was all set to display my dazzling table skills when Parker reminded me that time was short, so we packed this one in and moved on to...



ENON



Xenon — a vertically scrolling shoot 'em up which gives the player a choice between two craft with different capabilities. Although this is quite colourful and noisy, it's not really fast enough to keep your average player amused for very long, and sure enough, soon we were itching to move on again.

Tempers flared when we got to the next game, *Blasta Ball*, as Parker was beginning to doubt my superiority — and even had the nerve to challenge me to a head-to-head contest! Before you ask, *Blasta Ball* is a sort of inter-galactic Ice Hockey, where two ships guide a puck around a huge playing field by either shooting it or, if necessary, ramming it head on. The object is to either push the puck to your opponent's end line for one point, or into his goal area for a massive score of three. Needless to say I had Parker begging for mercy in a matter of minutes and went on to try my luck against the computer — who proved to be a little more cunning than my short-sighted opponent. Although I was quite enjoying this part of the day, it wasn't preparing me for the battle that I knew lay ahead, so sadly we moved on to the sixth game — *Ninja Mission*.



SIDEWINDER



BLASTA BALL

I quickly realised that this was a mistake, as this oriental beat 'em up was the first real turkey that the SSS had to offer. The gameplay is unbearably simplistic, and the graphics are jerky and basic. The erratic collision detection doesn't help matters much and the whole experience is about as exciting as a Rick Astley single. Do yourself a favour, if anyone ever offers you a chance to try *Ninja Mission* — fake your own death!

We could just hear our captor's footsteps in the hall as we started into the next game, *Sidewinder*, another vertically scrolling shoot 'em up. Unlike *Xenon*, this one has plenty of speed and blasting up its sleeve and was by far my favourite. However, before we had a chance to explore the game's five levels, Ms Davies was back... what were we to do?

Once again Parker came up with the solution. "I'll bet you can't get past level three," he taunted. This was like a red rag to a bull, and the budget house's femme fatale pounced on the controls and started to leave an awesome path of destruction in her wake. Taking advantage of our tormentor's obvious absorption, we managed to escape and were home in time for *Blue Peter*.

Because of this speedy get-away, we managed to miss out on playing a number of games including: *Space Ranger* (a *Defender* clone), *Rockford, Road Wars* and *Aaargh!* (a vertically scrolling 'Monster' game!?!). If we ever drum up the courage we may venture back to play these, but don't hold your breath.

In case you want to try any of these out for yourself, the Super Select System is currently on test release throughout the country and should be on general release over the next couple of months. I don't think that arcade owners have too much to worry about from this machine, but nonetheless it may provide a nice bit of variation for you tired aardvarks.

All that's left now is for me to sit and hope that Prince Edward will get hitched so that I can go back to my favourite line of work. However, as that doesn't seem likely to happen in the near future, I'll probably be back next month with lots more *Slots Of Fun*. Until then... be careful out there.



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15 **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

◄ **16** **APR '87** • *Fist 2/Uridium/Dandy* — maps • *Enduro Racer/Rana Rama/Nemisis The Warlock* reviewed • Explode your phone bill — check out the Modem special • *Space Harrier/StarGlider* tips.

17 **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Guantlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well! ►

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews • *Zub* and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

21 **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*



◄

22 **OCT '87** • Exclusive megagame! Brillo *Batty!* • *Flash Gordon/Nemesis/Stormbringer* maps 'n' tips • Reviews of *Game Over/Catch 23* • Star-tips abundant in *Pitstop.*

23 **NOV '87** • Free! *Viz* comic! • Reviews of *Game Over/Catch 23/Bounces/Athena* • Megagames *Slaine/Mercenary* • Who puked at Alton Towers? — Leisure Special • Tipped — *Zynaps/Exolon/Game Over.* SOLD OUT



24 **DEC '87** • *Play For Your Life* exclusive cover game • *Quartet/Jack the Nipper 2* mapped • *Out Run* — Christmas megagame • *Solomon's Key/Batty/Hive* tips and POKEs.

25 **JAN '88** • Exclusive *Moley Christmas* game • Maps for *Trantor/Flunky/Slaine/Indiana Jones* • *Gryzor* reviewed • Tips for *Aliens US/Renegade/Mercenary* and squillions more • Boardgame reviews.

26 **FEB '88** • Free rinky-dinky *YS* Badges • Colour maps for *Indiana Jones* and *Sidewalk* • *Inside Outing/Platoon/Combat School* checked out • Role Playing Games reviewed • *Freddy Hardest/Solly's Key/* and *Mercenary* tips.

27 **MAR '88** • Colour maps of *Indiana Jones* and *Andy Capp* • *Rolling Thunder/Bedlam/Terramex* — megagames • Hardware round-up • Tips for *Thundercats/Out Run/Driller.*

28 **APRIL '88** • Special Joke Police Issue • Colour maps of *Platoon* and *Dan Dare II* • *Arkanoid II/Tetris/Firefly* reviewed • *Freddy Hardest/Garfield/Gryzor* tips • *Practical Pokes* Mega Multiface Special • Results of Game Of The Year

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Drop in and pick up a back issue

YS ADVENTU

Bug Off! That's my message this month, to adventure houses who continually release adventures with bugs in them. And not just minor ones, some of them cause the game to crash and/or prevent you finishing it. Latest report is yet another bugged game from CRL, who is neck and neck with Mastertronic in the bug-ridden stakes. **Tony Armitage** of Liverpool tells me that he's got as far as the third part of *Jack The Ripper*, only to discover that the game crashes if you try to go east from the crossroads. Tony says that as far as he knows, you *must* go east from the crossroads at some stage in order to finish the game, and when he phoned CRL to complain about it he was told that a corrected version would be produced soon. I should hope so too!

Haven't these software houses realised that it's a false economy to skimp on play-testing adventures? They get themselves landed with extra costs for having to withdraw the game and duplicate new copies, when I'm sure there are plenty of adventure players out there who'd be delighted to help with play-testing new games in return for a free copy. One aspect seems to be the pressure that software houses put on the programmers to get the games out as soon as possible. To me this seems ludicrous. I'd rather wait an extra week or so for a guaranteed perfect adventure, and in any case most people don't rush out and buy the latest game the day it's realeased, do they? Or do they? Let me know what you think the priorities should be.

Right, now that's off my chest I can get on with the show, starting with that strange personage who refuses to reveal his name and just calls himself the **Abertillery Anagram**. Must have a funny name, that's all I can say, probably something like Barnaby Cuddlebum. Anyway, he's a semi-Kind Soul at heart as he's got some of the answers to a recent Lost Soul's questions, but he couldn't be bothered to write to them direct. So, for **Satish** who was stuck in *Megabucks* to get into the pub you should look around for a number written on a wall, then dial it and see what happens. Also from the Anagram, some tips on *Doomdark's Revenge*: objects like crowns, spells and runes are a help but not vital; go to the towers to get advice; unlike *Lords Of Midnight* there is a never-ending supply of warriors in the cities, so try to keep your strength up to about 1200 men each; finally, don't keep similar groups together as they may rebel and !*@! off.

Also helpful to Lost Souls but also too tight-fisted to spend 13p on a stamp and write to them direct is **Conway The Barbarian**, otherwise known as the **Berk From Berkshire.** In *Sinbad*, to defeat the dragon: EXA HTIW GNOG TIH and then EXA HTIW NIAHC TIH. In *Matt Lucas*, once you've got yourself a weapon you can GUHT TOOHS, and when you've done that don't forget what you were told about his leg. In *Eureka — Carribean*, follow the plane down the



runway and then NI PMUJ TSUJ.

Talking of Conway (must we?), his last letter to me (at least I hope it's his last) says that MENSA doesn't stand for Morons, Egg-Heads, Nerds and Smart-Arses as I suggested the other month. Instead, he says, it's latin for table. Table? Now who on earth would want to join an organisation called table? Sofa, yes, and bedside cabinet maybe, but table? More to the point, what does TABLE stand for? Twits And Boring Little 'Erberts?

More helpful by far than the likes of Conway is **James Magee** of Glasgow who deserves a special mention and a pat on the back for sending me solutions and maps to umpteen (and I counted them), adventures that he's solved. I didn't know they made envelopes that big. Thanks, James, and consider your back patted. **Shane Wood** asks how to pass the door in Zone 3 of *Lords Of Time*, to which my answer is 'Which door?' To one of them you AKERUE YAS and to t'other one TTAW SEMAJ YAS.

Now two messages this month in my mailbox from readers of the adventure pages of Micronet, who also both quite sensibly read *Your Sinclair*. **Sue Medley** sends help to a Lost Soul who was stuck in *White Door/Crisis At Christmas* the advice being that the battery for the torch is in the larder north of the kitchen, and once you've got the batteries you should find the missing presents, as they're both in dark areas at the top and bottom of the house.

Also Micronettin' of an evening is **Paul Hercberg**, who uses the speed of e-mail to put in his claim to be "the first Spectrum-owning, *Your Sinclair*-reading adventure player to finish *Gnome Ranger* with help from my friend, **Chris Nettleship.**" I think Paul's claim stands up in court, and he also asks if I play *Shades* (a multi-user adventure available on Micronet), and if so why don't I tell *YS* readers about it and give tips? Well, I don't play *Shades* 'cos I don't like multi-user games (not to mention huge phone bills), but if anyone wants to write in and tell other readers what they're missing then I'll be happy to set aside a bit of shady space somewhere.

Not yet finished in *Gnome Ranger* is **Malcolm Austin** from Bramford, but he sends in some tips for what he's done so far. In the eagle's nest: SKCIHC TIH then LLEB TEG. To get out of the marsh where the fog is you must ELGAE WOLLOF (in fact you can do this with other characters too). To talk to the nymph: REWOLF EVIG.

To **Pauline King** of Rainham in Kent, all I can say is that if you write in again and enclose sae with your *full* address on it, I might be able to help — tell me if you're still stuck in the same places. And **Pete Whitby** of Bristol — send sae for a mini-freebie. Don't forget, folks and folkesses, that you must enclose sae if you want a reply — if you don't, I'll try to answer your questions in these pages but even so there still isn't room to deal with them all and you'll have quite a wait before it appears. So sae is your best bet.

Paul Lennox from Ayrshire didn't enclose sae, but then he wasn't asking for a reply, just sending me a solution to *Rigel's Revenge*. What a kind McChap. Ta,

ILLUSTRATION:ANTHONY COLBERT

RES news

Paul. A few notes from Paul wouldn't go amiss on this tricky adventure either, such as the info that among the red herrings in part two are: YHGNID, HCTAP and LANAC FO KNAB REHTO NO ELCYCTEJ. In part one the objects in the bungalow are: SGNIRREH DER. When you find the file of uniforms outside the bungalow you must MROFINU NAILLEGIR TEG.

Darren Martin of Hounslow asks how to get out of the manager's office in *Play It Again, Sam.* The answer is to use the unusual command of CUT BONDS BLADE, which I won't write backwards as it's hard enough to figure it out forwards. **Peter Robinson** from Grimsby wants to know what to do after the Post Office job in *Bugsy.*

Howard Jones (not THE Howard Jones?) from Shropshire asks where and how do you get the nails in *The Shrewsbury Key.* This could be a mite tricky as there aren't any nails in *The Shrewsbury Key.* If you're trying to build a boat of some kind, you don't use nails with the planks, you DROC ESU. Then you just TAOB EKAM.

Ted Fielder of Middlesex wonders what to do after beating the penguin in *The Mural*, the answer to which is SEMIT DAER and then type TUO NOPUOC. To kill the mole in *Project X* requires: NOTTUB DNA ELDEEN. Ted also wonders if anyone else has had trouble with the program crashing in *Out Of The Shadows?* If you have, and you've figured out what's doing it, can you drop Ted a line at 7 Greenway Gardens, Harrow Weald, Middlesex.

A simple question from the **Whitseys** of Northampton: "What and where are the treasures in *Serf's Tale?*" What??? Come on, there are 17 of them in all, you must be able to find something of value somewhere? And if you think I'm listing them all then you must be joking — well, at a later date, maybe, as this one (like a certain other Smart Egg game) is causing quite a few problems.

Members of the Adventurers Club will have spotted that *YS* reader **Allan Phillips** has just shot into first place in their Adventurers Credits Chart, and therefore stands to win fifty quid for having sent in most solutions to the club. This means he can afford to buy me another drink. Allan has sent me a solution to *Excalibur*, amongst others, and says that one was so easy that his cat could have done it. In fact judging by the state of Allan's map, the cat's definitely done something! Allan says he solved it in 1 hour 15 minutes, and with only one saved game position, which is not a recommendation even for an adventure that only costs £1.99. I think my own fastest time for solving a game was about two hours for *Circus* but can any readers claim a faster solution to any game than Allan's 75 minutes?

Venture forth with Mike Gerrard

● **Zodiac Software has sent me a note of its plans for the next decade...well, the next year at least, though with so many adventures on the cards I think they must have omitted something important from their schedules — like time for sleeping, eating, scratching their bums etc.**

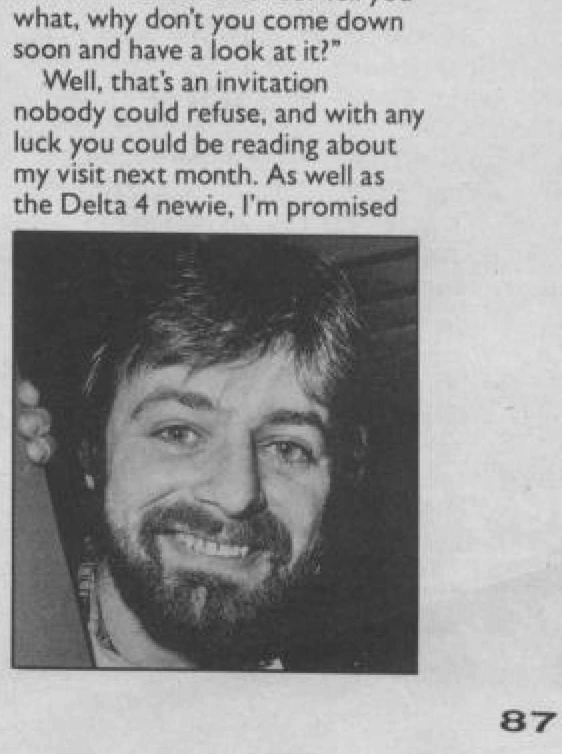
Anyway, here's the run-down, and I shall say zis only once: in April or there-abouts, a mickey-take (though that's not the word they used, naughty boys) of *Treasure Island*, full of 'A-har Jim lad' and all that. In June a ...what's this, I don't believe it ... a SERIOUS ADVENTURE, and text-only too. This one's called *Dragnet* and will be on Zodiac's brand new ('cos it's only just thought of it) Strictly Serious label. This then takes us as far as the next PCW Show (oh no!) when Zodiac hopes to release a trilogy, containing quite naturally four (pardon?) adventures, each in two parts, including *Jack And The Relatively Large Tree*. By this time Christmas will be almost upon us, as will *A Yuletide Tale*, a shameless Christmas Cash-In starring Doctor Strange-trousers and his assistant, Oddsod. Mind you, if Zodiac isn't writing adventures for a major label by the time Christmas comes then my name isn't...my name isn't...erm...oh, it's on the tip of my tongue...

● I've been having a gander at *Mindfighter*, the new game from Abstract Concepts, which you may remember is the more serious software label set up by Fergus McNeill in cahoots with his young lady, Anna Popkess. *Mindfighter* is written by Anna and programmed by Fergus, and as an adventure it looks stunning, though as yet I've only seen it demo'd and haven't actually had a 'hands-on' experience, as they say. The Spectrum version is almost complete, and there's no doubt that Anna and Fergie can be very proud of their new adventure baby.

"It's written on our new system," Fergus told me, "and we've tried to make it as realistic as possible. We've also tried to make the system as 'friendly' as possible, and we've cut out all that business that most adventures have about going through a door, for instance. We want the game to be accessible, and don't want the flow of the story or the fun of the player to be interrupted by having to type things like OPEN DOOR, when the program says "It's locked," so you have to type UNLOCK DOOR, and it says "With which key?" and you have to type THE BIG YELLOW KEY, and then OPEN DOOR, and then GO THROUGH DOOR. That kind of thing is really tiresome, so with *Mindfighter* all you have to do is go in the right direction and the program will check whether the door's locked or unlocked, open or closed, and whether you have the right key or not, and it will respond accordingly. So, if you do have the key in your inventory, the door will be locked and opened and you'll go through it, all in one movement. That's just one example, but I'm sure people will find it very friendly in many other ways too."

For those wondering if Fergus has lost his Delta 4 sense of humour, the answer's a definite No. "Delta 4's been quiet for quite a while," he said, "but that's because I've firstly been working on our new adventure system, SWAN, and also doing a lot of work on *Mindfighter.* I didn't write the SWAN system myself, but I decided what I wanted and commissioned someone else to do the programming for me, and obviously I was very closely involved in it and busy with it all. But there is a new Delta 4 game almost ready, and it should be finished in a month or so. Tell you what, why don't you come down soon and have a look at it?"

Well, that's an invitation nobody could refuse, and with any luck you could be reading about my visit next month. As well as the Delta 4 newie, I'm promised



that the second Abstract Concepts game is also well on the way to completion. Could be quite a visit!

● **William Young, of The Spectrum Adventure Exchange Club, asks me to remind all you budding young adventure writers out there, that it's now offering a free play-testing service. Send your adventures in, preferably recorded at least twice at different volume levels, along with a map and a solution, and you'll receive back a detailed written report on your game free of charge. SAEC, who has published its own very good game (reviewed recently), called *Castle Thade Revisited*, have also got a new title due out soon, for which there will be a prize of a brand new Plus-3 for the first person to complete it, and it's also working on another title which will be released for the Plus-3 on disk only. Details of any of these from the extremely enterprising SAEC, at 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT.**

● Anyone who read my review of Minimicro's game *The Forgotten Past* a few months ago and was adventurous enough to buy a copy, might like to know that several more are now available from the same place. Thought I'd be fair and mention them here as there isn't space enough to review them all. *Homicide Hotel* got a rave review of 84% in some magazine I've never heard of, and other straight adventure titles are *Countdown* and *The Soul Hunter*. There's also an arcade-adventure called *ED*, which is edding this way, and that's written by the author of *Supernova*. Further details on any of these from Minimicro Software, 39 Pond Close, Overton, Hants RG25 3LZ.

THE RIDDLE OF RIGEL

● The question that seems to have recently taken over first place from 'How do I escape from the Goblins Dungeon?' in my mailbag is 'How do I escape from the flat in *Rigel's Revenge*?' To help readers who are still stuck behind the bars of that flat, I've prepared a mini-freebie, which gives you a step-by-step guide to solving that devilish problem. And it's yours, all yours, just for the price of a stamped addressed envelope to: Rigel Mini-Freebie, Adventure Section, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

An Exclusive YS Preview!

THE GREAT PEEPINGHAM TRAIN ROBBERY

Yes folks, Inspector Fluekeit is back, with his sidekick Blunders, and they're out to investigate another mystery after their successful debut in *Inspector Fluekeit*. I know it was successful because of the many letters I've had, and author Colin Jordan has given *YS* an exclusive preview copy of Fluekeit's next case, *The Great Peepingham Train Robbery*.

Peepingham features the same 'Worldscape' adventure programming technique, with a few added refinments. The game is text only on 48K machines, but 128K owners get graphics as well as extra RAMSAVE and RAMLOAD commands. Other useful commands in this rather neat system that Colin has written include VERBS, to list the acceptable verbs; the '*' key to automatically repeat your last input; the EDIT key to edit the previous input for typing mistooks; and various commands to allow you to chat with the many other characters.

The adventure begins on Monday at 8.30 a.m. Probably the worst time in the world. Not for Inspector Fluekeit though, who's sitting in his small comfortable study. Something tells me that phone on the mock-antique desk is about to ring. Yup, there it goes now, and it's Hoaden of the Yard on the line. Your old chum Professor Mundle has asked for you to be called in to investigate a train robbery, as the thieves got away with some kind of secret device that was on its way to Mundle. You've just got time for a quick scout round Scunsdale, discovering as you go that you can't tickle the librarian, before Hoaden's at the door with his limo.

He drops you at St Gangrene's General Hospital, where Blunders has ended up after a typical tumble down the stairs. Your first task is to get him out past the eager eyes of Dr Scratchitt and Matron. Don't forget the bed pan you see in one of the wards. Thankfully this hasn't been used yet, but containers of any kind are always useful in adventure games. A bed pan must be a first, though!

Hoaden sits outside while you do all this — good job he's patient. Then he whisks you and Blunders to Peepingham itself, where even more characters are waiting to be interacted with. There's an old tramp. I gave him some sausages I'd got from the butcher but he said that he'd prefer them cooked. The tourist had some matches but he wanted something to help him find his way round. I showed him the signpost but it seems he wanted more — and can you find a map when you want one?

In the Dirty Duck Inn the cash that Hoaden had advanced for expenses came in useful — mind you, the price of cider's cheap enough. It seems the whole village was talking about the robbery. The trouble is, all I could get them to tell me was that the whole village was talking about the robbery.

The game's every bit as much fun as *Fluekeit* was, and the responses seem to be a bit quicker, although there are still times when you think the cursor must have gone on a fortnight's holiday. Don't try cursing, either, as the machine resets. I do wish programmers wouldn't do that. I don't hand out marks on a preview copy, but after giving *Fluekeit* 7/10 in the October issue, this has to be worth 8/10. Out soon for the Speccy, probably at £1.99, from Top Ten Software, MIL, 2 Chiltern Enterprise Centre, Station Road, Theale, Berks RG7 4AA

```
affection. On it is a telephone. There is a door to the
East which leads out onto Scunsdale Road.

You try to go East,
but someone will have to open the door first !

You open the door.

You go East.

You are standing in Scunsdale Road, a dirty and noisy
street lined on both sides by old Victorian terraced
houses. You can smell the distant stench of the local
gas works. The road continues Northwards, and your
house is West through the door.

Mon   8:40am.
 LOOK FOR LUNCH
 I DO NOT UNDERSTAND THE WORD
 "LUNCH"
```

Time and magik

The trilogy



Interactive fiction from Level 9

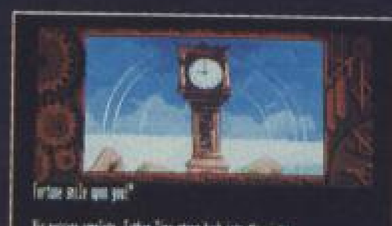
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What the press have said:

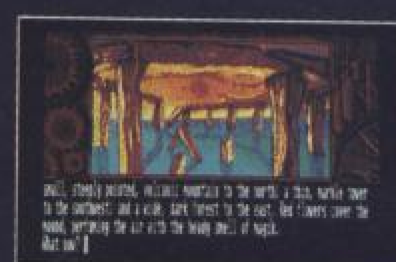
LORDS OF TIME: ***"Destined to become a classic"*** – *Computing with the Amstrad.*

RED MOON: ***Best Graphical Adventure or Best Adventure of the Year*** – *Zzap 64, Crash, Amtix, C&VG, CCI, and Amstrad Computer User.*

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THE GUILD OF THIEVES



It's not often that you know you're buying the Game Of The Year, but in this case it's true because *Guild* earned that accolade for authors Magnetic Scrolls in last year's British Microcomputing Awards. And note that it was Game Of The Year, not just Adventure Of The Year, so it must be something special. Of course other machines had the stunning Geoff Quilley pix, but Speccy owners have to be content with the words, and even then only if you've got a Plus-3. Yep, the words plus the system are too big to fit into128K, making it the biggest adventure yet available on the Spectrum. And the best? Read on...

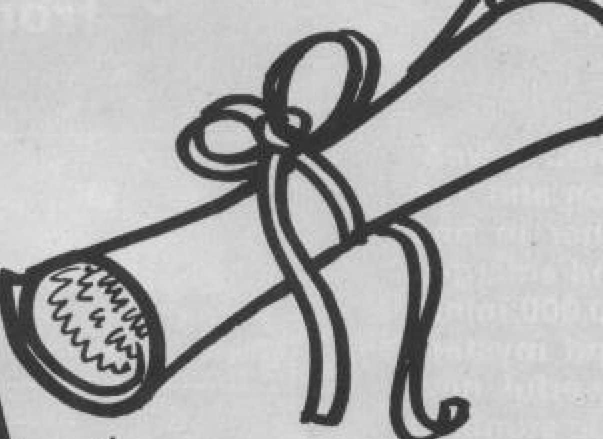
Magnetic Scrolls games come with a box full of goodies, just like American adventure giants Infocom, and this time Rainbird's bright blue box contains:



1 Bank Of Kervonia Credit Card: made of genuine plastic, unless some thief has substituted a cheap ivory fake. Name on card is Walter Ego, the account being the Guild Of Thieves Trading Account. Card expires November '96. 1996? 96 BC? Who knows? Kervonia's like that.



1 Copy *Adventure Guide For Spectrum Owners:* contains loading, saving, screen layout and input editing information.



1 Scroll (non-magnetic): one legal indenture and contract of service, to be signed by all those who would join that merry band of rapscallions, the Guild Of Thieves.



1 Copy, *What Burglar?* Magazine: contains interesting ads for burglary supply companies, entertaining articles, coded clues for would-be thieves, plus extracts from Guild Of Thieves Rules Of Conduct, e.g. "Rule 2, members shall not punch other members. Rule 3, that includes in the gob."



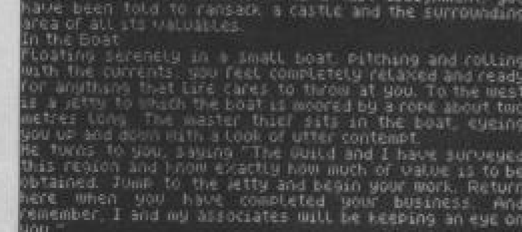
1 Dice: made of genuine ivory, unless some thief has beat you to it and substituted a cheap plastic fake. For some reason, the face that should have three spots on is missing. Who knocked spots off my dice?

THE GAME

Your aim in *The Guild Of Thieves* is simple. You want to become a member of the Guild Of Thieves. Achieving this aim is not so simple. To prove your potential rapscallionship you will be taken to an island by the Master of the Guild, and left there till you can escape with all the treasures the island contains. The game begins with you in a boat, although you won't be there for long, as if you don't jump to the shore of the island yourself you'll be helped on your way by the Master.

Screen layout is similar to *The Pawn*, with a neat text of 56 characters across and a Status Line at the top of the screen showing your location, score and number of moves. The parser too, is more or less as before: impressive in many ways, but sometimes letting itself down. I notice the fault I pointed out in earlier versions hasn't been corrected. Right at the start where you're sitting in the boat and have to jump to the island, the parser doesn't understand the fairly straightforward JUMP OUT OF BOAT, you have to obey the Master's commands precisely and JUMP TO THE JETTY. Little things like that are irritating, but of course they're very minor compared to the vast amount of pleasure and puzzling to be had from the game, which for me is a better effort than *The Pawn* because the story holds together more.

On the island, a check of the inventory reveals that you have a striped sweatshirt, a pair of jeans containing a pocket containing a credit card (not



unlike the one in the packaging,) and a swag bag containing the obligatory lamp. Near the jetty you should encounter your first character, a frail old man who's trying to drag some heavy luggage around. Virtue may be its own reward, but if you try to help the old man you'll naturally expect something to happen, which it does.

To the south, through golden wheatfields, is a mill, but you can't get to it because the sails drive you back. This being an adventure game as opposed to

ILLUSTRATION: JOHN ERASMUS

real life, you can't just walk around them, you have to devise some other way of getting past. Use your senses on that one — or one of them, at least. But can you then part the miller from the goodie he's got? Can you get through the cave network, sort out the WOBNIAR room or win some money on the rat race?

Though there's no doubt this is a tough adventure that will keep experienced players crouching over the keyboards for hours at a time, it's also got a lot to recommend it for the more novice adventurer too. There's quite a lot of ground to explore before you start coming up against real hurdles, there are coded hints of varying degrees of reliability if you get bogged down, and of course, the better the parser, the less likelihood of newcomers getting put off by being unable to find the right combination of words.

The text is excellent, and to get a flavour of it just look at the sample response elsewhere on the page. It's disappointing not to see what the Spectrum could do with the graphics, as I don't see why they couldn't have included a few in the space remaining on the disk. Or even have some put on the other side of the disk, which is blank, to be called up when needed. I'm sure no-one would mind swapping the disk over from time to time. But then I'm not the one who's paying the bills to get the graphics done!

To sum up, I think this is definitely one of the best adventures around for the Spectrum now, along with *Gnome Ranger*, and if you want one final justification for buying the game, then just read the back of the box: "Buy This Game or We'll Steal Your Computer!" Better get on the right side of the Guild Of Thieves quick!

TEXT — AN EXAMPLE

You're in the Temple, where there's a statue. Naturally, being an impetuous (not to mention greedy), sort of a person, you attempt to get the statue. This is what happens:
"There is barely time to consider the declining standards of Kervonian workmanship before the immediacy of the ensuing danger takes precedence and avoiding the toppling statue becomes your prime concern. Dodging artfully to one side you congratulate yourself on your agility. On reflection however, it seems that this self indulgence was as premature as your opinion of Kerovnian workmanship was inadequate, since the falling statue appears to have removed a significant portion of the temple floor. Instinctively you grasp for a solid object which, on a good day, would be a handhold but today is the statue, and together you head downwards into the gloom..."

Graphics
Text
Value for Money
Personal Rating
9

FAX BOX
Title: *The Guild Of Thieves*
Price: £15.95 (Plus-3 disk version only)
Publisher: Rainbird

THE **QUEST** FOR THE **GOLDEN** EGGCUP

Way back in the dawn of time . . . or at least when I first started writing the *YS* adventure pages, I gave a fairly glowing review to a home-grown adventure by Harvey Lodder, *The Quest For The Gold Eggcup*. And lo, it has come to pass that the game has been tarted up by those hard-boiled adventurers at Smart Egg Software and released cheaply by Mastertronic for the delectation of the adventure public.

Eggcup is a very funny tale, and it thoroughly deserves being given the professional treatment on Smart Egg's eggsellent adventure-writing system — you know, the one it used for the mega-selling *Rigel's Revenge*.

The optional instructions at the start, tell you that the whole story begins in typical British weather: a warm, wet, sunny day. Having been killed by a pink panther driving a pink C5 (older readers will remember what those were), next thing you know you're in a temple being confronted by an old man wearing a turban. "Hello," he says, "I'm God." He promises to reincarnate you if you fulfil the task of bringing back the Golden Eggcup, otherwise He'll probably turn you into an egg yourself and have you for supper, poached. "Play on," the game tells you, "Or you could really be in hot water." Ouch, that's worse than one of my jokes.

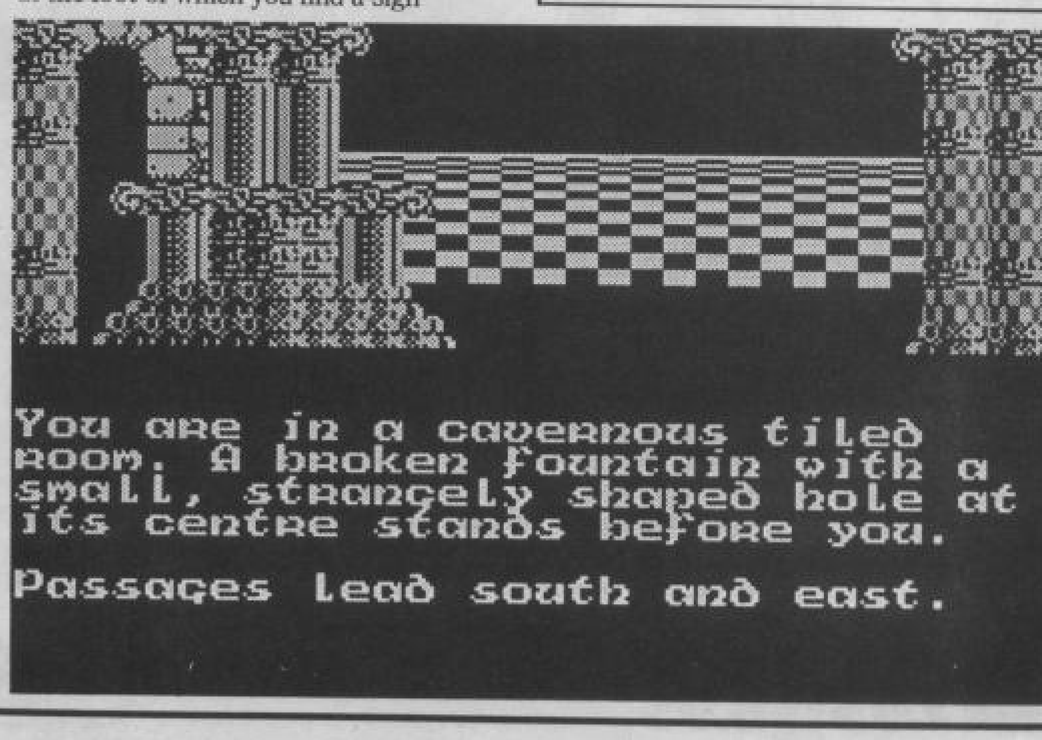
I played on, beginning the game in the temple with an empty inventory, though funnily enough I was told I'd taken three turns when I typed SCORE as my second input. But I found very few faults in the game, and lots to laugh at as it's very wittily written. In one location you find some beans, and when you examine them you're told: "The beans are magical but you do not know this." Pardon? The way down from heaven is via a beanstalk, at the foot of which you find a sign wedged between two of the toes. The sign tells you the opening hours of God's Temple (Wednesday half-day closing, Sunday closed all day.) At a nearby railway station if you examine the ticket office you're informed that it's "closed due to lack of program memory." The game also seems to contain the only free ferry service I've ever seen in an adventure! Just ring the bell and a ferry-boat turns up to take you across a river.

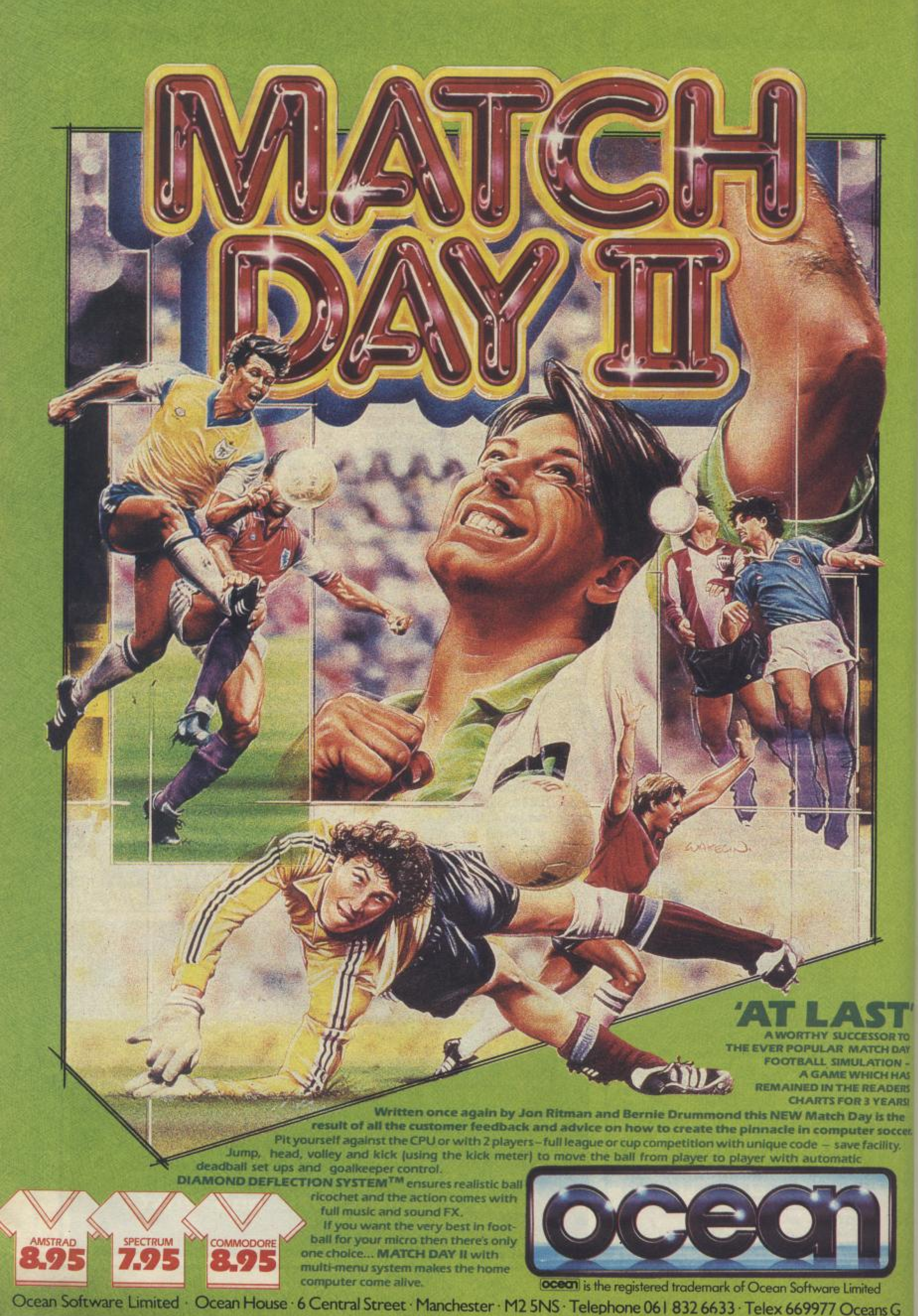
Eggcup isn't just a game full of jokes, though it certainly won't be the hardest adventure you'll ever play. Good for beginners, at least. More experienced adventurers will probably solve it in a matter of days, but should still enjoy, as I did, the various diversions that the game contains, and the many in-jokes like the dead Sherlock you find in the railway carriage (you can even pick him up and put him in your pocket!) Whether you take to the game depends on what you demand from an adventure — a deadly challenge or entertainment value?

The graphics are interestingly done, the pictures being built out of blocks, some of which appear in consecutive locations and give an impression of you moving around in locations with a bit of solidity and consistency about them. Apparently each screen takes up just 80 bytes, with a further $2\frac{1}{2}$K for storing the data. Economic and effective. In fact that's what you can say for the adventure as well, and I'm sure people will be buying it in their droves.

Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title *The Quest For The Golden Eggcup*
Publisher Mastertronic
Price £1.99





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LOST SOULS

Hard to believe that **James Magee** is lost in an adventure, not when he's solved so many of them and kindly sent me solutions and maps for them all, but lost he is, so can anyone enlighten a kindly Lost Soul on any of the following: *El Dorado* (how to score more than 95 percent, and should he be able to kill the python?); *Nosferatu* (any clues about what to do in the castle, as he can't seem to do anything constructive despite finding various objects); *Jason And The Fleece* (how to defeat the skeleton and how to escape after climbing down the rope which traps him); *Robyn Hode*, part two (where is the door that Friar Tuck mentions?); *St Brides* (how to hire a servant from the market); and finally, *Book Of The Dead* (how to get a blindfold and what brain is in the third jar?). Any help at all on these to James I. Magee, 9 Kingscliffe Avenue, Kings Park, Glasgow G44 4JW.

Also lost in the wilds of Bonnie Scotland is **John Docherty**, the adventure tipster for the ZX Spectrum Club at 38 Grosvenor Road, Greenock, Inverclyde PA15 2DR. John needs tips himself on *Frankenstein* (how to escape the bear and get out of the forest) and *McKensie* (how to mount the rifle on the tripod and how to get to the spaceship without dying, once he's got the spacesuit, helmet and gloves).

Lost in Shepherd's Bush, and who wouldn't be, is **Y. Hollard**, 6 Charecroft Court, Minford Gardens, Shepherds Bush, London W14. First question is how to get out of the flat in *Rigel's Revenge*, the answer to which is to send me a sae for a mini-freebie that explains this tricky bit of the game in detail. Second question: how to cross the fissure with the rope in *Blizzard Pass*? Any offers, dear readers?

Shane Wood is stuck in *Frightened Fantasy* from Dented Designs, a game I've never seen and am absolutely clueless on, so can anyone tell Shane where the singing death is, how to get the herbs without being thrown into the river, how to get into the house in the swamp, where the eye from the talisman is and how to get the bulls-eyes without getting run over by a shopping trolley? Hmmm, sounds like an unusual adventure! Help to Shane please at 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH.

Chris Purvis is balding fast and the cause of the crisis on his cranium is *The Pawn*. Problem number one is what's happened to the adventurer now that Kronos has given Chris the chest to kill the adventurer with, then, how do you open the door in the ice tower, and finally how do you open the safe in the tree? Can any *Pawn*-brokers out there send any help to Chris Purvis, 10 Benbow Street, Stoke, Plymouth Devon?

KIND SOULS

Let's start with the usual load of Bull, ie the load of adventures that **Wren Bull** has finished recently. Wren's nest is at Ty Coch, Llanddarog Road, Carmarthen, Dyfed SA32 8AP, and the lad's list for strugglers everywhere is: *Bored Of The Rings, Castle Of The Skull Lord, Circus, Espionage Island, Hampstead, Hacker, Inca Curse, Kentilla, Kobyashi Naru, Apache Gold, Mountains Of Ket, Necris Dome, Perseus And Andromeda, Holy Grail, Robin Of Sherlock, Robin Of Sherwood, Seabase Delta, Se-Kaa Of Assiah, Sherlock, Ship Of Doom, Spytrek Adventure, Star Wreck, Temple Of Vran, Boggit, Eye Of Bain, Hobbit, Tir Na Nog, Valkyrie 17, Warlord, Zacaron Mystery, Zzzz.*

Wren would like to add that if anyone wrote to him at the end of October last year and didn't get a reply, the reason is that their local sorting office was under 4" of water at the time and some mail was unfortunately lost. So write again. And keep your fingers crossed . . . or use a waterproof jiffy bag.

Anyone struggling in *Serf's Tale* will be glad to know that **Garry Lancaster's** solved it and is prepared to help out on it from 26 Bridgeleap Road, Downend, Bristol BS16 6TW. He's also solved *Fantasia Diamond, Inca Curse, Ship Of Doom, Kobyashi Naru, Dragontorc, Astro-Clone*. So for help on any of those just lick your S's and stick them on your AE's, OK?

A mega-list of adventures completed by **John Docherty**, including several arcade-adventures which I shall include as I know it'll get right up the nostrils of a certain reader. Tee-hee! So send your sae's with your questions to John Docherty, 38 Grosvenor Rd, Greenock Inverclyde, Scotland PA15 2DR for the following: *Holy Grail, Redhawk, Mountains Of Ket, Hulk, Spiderman, Seabase Delta, Subsunk, Urban Upstart, King's Keep, Alchemist, Eye of Bain, Rebel Planet, Master Of Magic, Imagination, Temple Of Vran, Shadowfire, Finders Keepers, Inca Curse, Golden Apple, Espionage Island, Enigma Force, Knight Tyme, Marie Celeste, Atic Atac, Kobyashi Naru, Davy Jones's Locker, Boggit, Colour Of Magic, Bugsy, Lord Of the Rings, Sherlock, Knight's Quest, Hobbit, Hampstead, Vera Cruz, Pawn, Plant Of Death, Terrormolinos, Bored Of the Rings.*

Malcolm Austin of 5 Chapel Field, Bramford, Nr Ipswich Suffolk IP8 4HR has volunteered his services as a Kind Soul on: *Custerd's Quest, Pawn, Rebel Planet, Price Of Magik, Kobyashi Naru, Boggit, Hobbit, Star Wreck, Matt Lucas.*

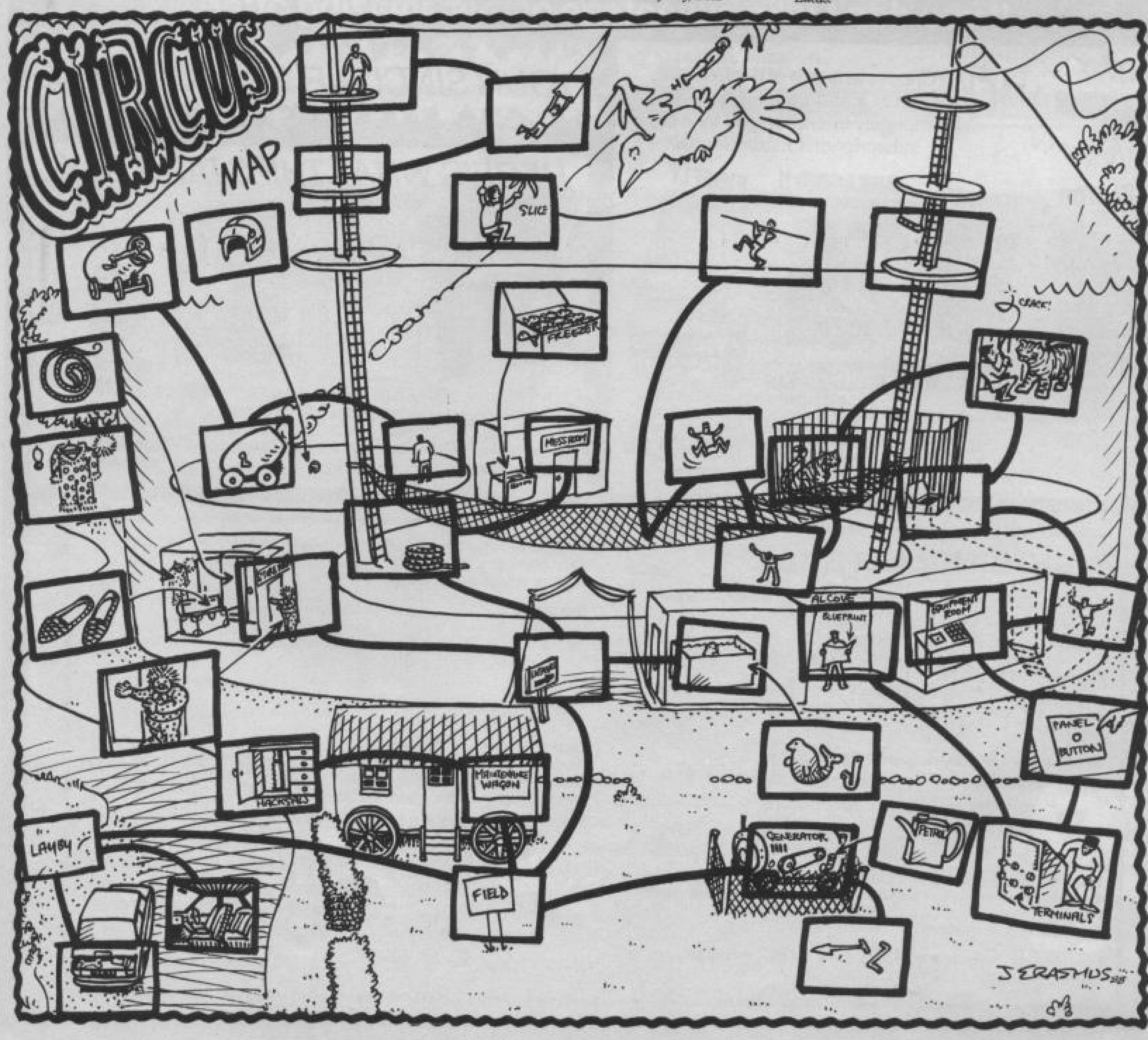


ILLUSTRATION: JOHN ERASMUS

ON THE WARPATH

Owen and _Audrey Bishop_ send you their latest and fabbiest dispatch, which this month comes from way down under in New Zealand.

Which way is up? We don't feel "down under" here, in fact we feel "on top of the world," and ready to bring you all the latest news on the strategy scene. New Zealand is a long way from home but we're using satellites, heliographs (oodles of Sun out here), carrier pigeons (whoever heard of a carrier kiwi!), mountain bikes, email and potatograms to make sure that everything that clatters from our wordprocessor reaches you almost before the last carriage return is complete.

And don't let our far-flungedness stop you from writing in with your candid comments, crummy criticisms, brillest brainwaves and super strategems. *YS* has rented an ICBM (no warhead, of course — this is a strictly nuclear-free zone), to deliver them all to us at supersonic speed. To get replies back quickly we'll airmail them direct from here, with a pretty assortment of New Zealand stamps on the envelope. Readers in Oz and NZ can write direct to O&A, Patons Rock, R.D.2, Takaka, New Zealand, to reach us quicker. Others please write as usual to, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE. Remember, if your letter is printed you get what no self-respecting Speccy-fan can live without — a *YS* badge of your very own.

A *YS* badge too for the first person to write in and say what a potatogram is. Australian readers have the best chance of getting this one.

TIP-TOP TACTICAL TEN

Which is your favourite strategy (or tactical) game? In fact which are your four top favourites? Use the form below to let us know which games you like best and why. We'll publish the names of readers who send in the most interesting or amusing reasons (as long as they get past the censor!), and use your replies to make out a chart of *YS* readers Tip-Top Tactical Ten. AND — wait for it — Yes! it's really true — we'll give one of the latest strategy software hits to the reader who sends in the four top programs in the same order as the chart, using the best 'reason' as a tie-breaker.

To: A&O (TTTT), *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.
My favourite strategy game is

1. ....

My reason for thinking it the best is (not more than 12 words):

....

....

Other favourites are

2. ....

3. ....

4. ....

Signed ....

Name and address in block capitals, please:

....

....

....

....

All replies to reach us by April 30th please.

TAC-T

First an SOS from **J M Kelf** of Andover who has just acquired a Spectrum +2 and wants to put it to the best of all possible uses — wargaming. He says "I am a keen wargamer, using WRG rules with metal figures. I have heard that there is software available that would do away with rulebooks, but unfortunately I cannot trace any." It never ceases to amaze us that there is so little software written for this purpose. The WRG (Wargames Research Group), rules are excellent and probably the most widely used by table-top wargamers. But they *are* complicated (because combat *is* complicated), and looking up the rules is a long-winded business that really does interrupt the flow of the game.

Computers are ideal for dealing with complicated rules and giving you the answer quickly. A step in the right direction has been taken by DJP Bodger and Robin Hunt who have produced their *AFV Combat Calculator* for both the Spectrum and Beeb. This can be used for almost any World War 2 battle. The databank holds details of practically all armoured fighting vehicles in use by the major powers. Before you start playing, you can tailor your army to fit the scenario of the game you are playing, picking out which types of vehicles are used by each side, how many of each, and arm them with whatever weapons you choose. After that you simply key in details such as terrain, vehicle and target range and the computer resolves the combat for that turn. A lot faster than rule-books, *and* based on authentic military data. We've tried it out and find it easy to use and just the thing for keen WW2 wargamers. Badger and Hunt have also done a similar program for the Spanish Civil War and promise more in the pipeline. Write to Robin Hunt, 1 Ostade Road, London SW2 2AY, for further info.

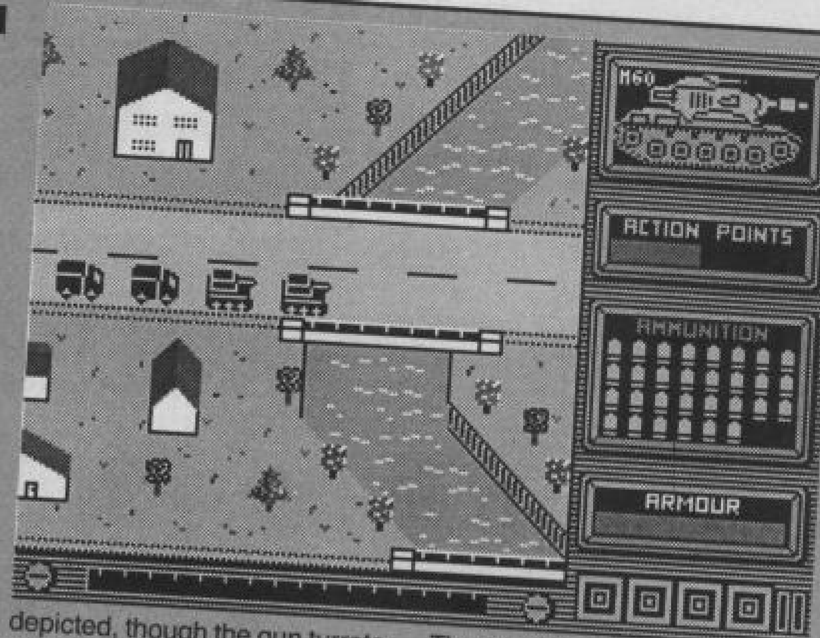
We like this letter from Newcastle, Staffs, penned by **Seth Goodburn**, who says "Your column *On The Warpath* is by far the best for strategy simulation." Thanks, Seth, that's really set us up for the day! Obviously great minds think alike, for Seth continues "I am very interested in your opinion of which are the best ten strategy games on the market at the moment." Seth includes a sae for our reply, which we'll mail direct from NZ. We are recommending *Vulcan* (CCS, WW2 action in North Africa) and the PSS compilation, *Conflicts 1*. This is good value for money, as it comprises *Battle Of Britain*, *Theatre Europe* and *Falklands '82*. A good strategy game is Activision's *High Frontier* — Star Wars and all that jazz.

As for the full list of ten, we're turning that over to you, readers. There is still time to send in your ideas for the TTTT — *YS*'s Tip Top Tactical Ten. Jot down which you think should be numbers 1,2 and 3 on the TTTT list and (for your no. 1 only) *why* you think it's the best. Send your nominations for TTTT to A&O, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. There's a prize in this — see last month's earth-shattering issue.

More of the stuff we like to hear comes from **F. Evans** of Waltham Abbey, Essex, who begins "May I congratulate you on your articles in *On The Warpath*. These will help to round out *YS* into a magazine,

NATO ASSAULT

Astros Productions Ltd. /£7.95



An essential game from Astros Productions for those busy people amongst you, scared away from wargaming by struggles of marathon proportions, simply to learn the game and win. Here (in this single player game), you are drawn into combat almost immediately, with defeat or victory less than an hour away — is this a chilling reflection on future war?

Despite the description in the clearly written manual, which sets the battle in the future, there is little in the battle plan and weaponry that differs from a tank encounter in the Second World War. As a concession to times to come, the trucks carry electronic equipment and a destructible landscape is dressed in strange colours. None of this detracts from the simple but none-the-less attractive objects of the game. The first scenario requires the player to escort trucks safely across bridges to the front line on the other side of the town, without being hit by Russian tanks. The second scenario is complementary and is a general battle phase without the trucks.

The computer's cunning is to be admired, and it will not hesitate to use surround tactics and hold forces in reserve. The human player will have to think hard to outwit the enemy. The Russian tanks always have the angle right when they fire, so you cannot afford to fluff your aim, particularly at long range.

Cover can be found behind buildings and trees, unless destroyed. Vehicles move more slowly across rough ground. Destroyed vehicles present an obstacle to both movement and fire. Each vehicle has a limited amount of action points for each turn — firing reduces these the most. Armour and ammunition is also limited.

The vehicles are clearly depicted, though the gun turrets are not always obvious and may cause the odd sensational retreat. Destroyed buildings look as though they have "crashed" and it would have been better if the turn counter had been clear numbers. By and large, graphics are good, right down to the caterpillar tracks. Instant data is shown on the screen at the right, about each vehicle, changing after each turn, and there are good enlarged diagrams at the top. You are also told whether your shells have hit home or not, 'though it is strange to find that a tank can be blown up even after a near miss is reported.

Scrolling is fast, as is the flashing from each unit to the next and sound effects are minimal, in keeping with the strategic nature of the game.

The computer has a curious habit of continuing to move all its tanks, even after the last NATO tank has been destroyed. And the enemy tanks can be confused by too many obstacles around them and often do not all chase by the most efficient route, even when you are down to your last tank. However, whoever wants a computer to be too predictable? It would be an advantage to be able to move from one scenario to the next without having to re-load the tape.

All in all, these are only minor matters and the game should quickly absorb all types — popular wargaming indeed!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
STRATEGY

7

TIPS

instead of a weeny bopper comic (*Be careful! Ed*)." Well, F. Evans said it — not us! Our friend Evans goes on to say "The reviews for *Vulcan* (CCS) looked promising. It was worth the money. It has given me many hours of pleasure. I found that the fourth scenario, *Operation Vulcan*, is a good evening's entertainment. I suggest that a good target to aim at is to play the Allied commander and not lose any units. My best score to date is Allies 72, Axis 0. I think the maximum Allied score is 96." Can any reader beat 72?

This is the first suggestion from our readers for a GIG — a Game In A Game. We put out the idea a couple of months ago that you can get more mileage out of your old software by setting yourself a target or tactical manoeuvre that is not part of the original gameplay. Our suggestion — to set up and win the Battle of Mareth — was also based on *Vulcan*. There must be some more games — perhaps some of the real oldies — and there must be some more readers who can try out and tell us about more GIGs.

Anyway, a super *YS* badge to F. Evans for his skat idea, but we haven't heard the last from him yet. He finishes by writing "It's unfortunate that reviews only come out when a game is first issued. There must be many newcomers to the Spectrum who would benefit from an anthology of wargame reviews. Could you not make this a feature of your articles?" We certainly could! It's just what people like Seth are crying out for. Thanks for the idea. We'll try and work on it for next month's exciting stonk along the *Warpath*. Don't miss it!

TIMEFAX

Brass, braid and buttons are the strong fashion statements in this years' Spring collection from the Bishop House of Haute Coutre, as Timefax this month takes a look at military uniforms both past and present. But what hero, army, battle, campaign or period of history would *you* like to see featured in Timefax? Write to *Timefax*, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE, and let us know.

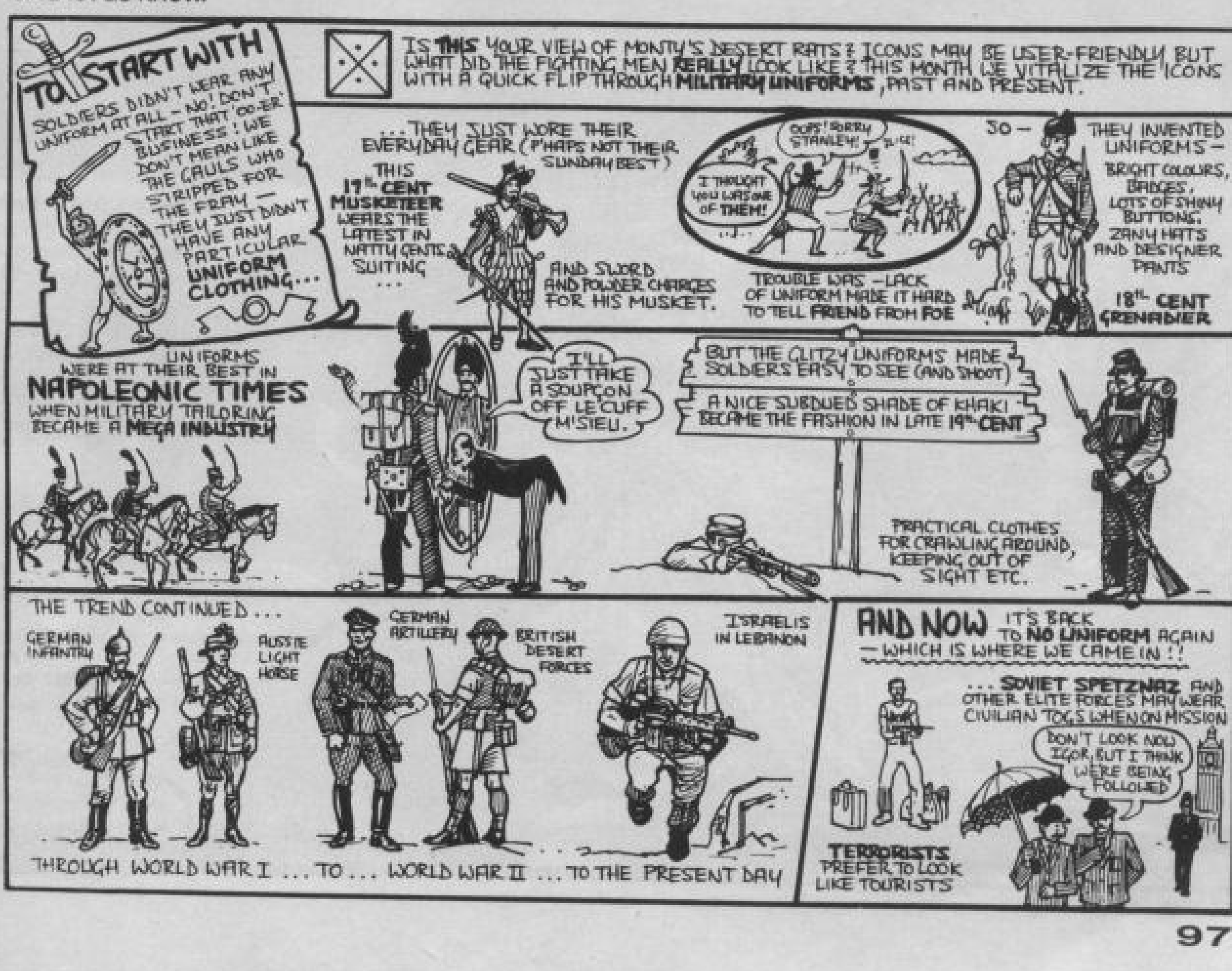


ILLUSTRATION: JOHN ERASMUS

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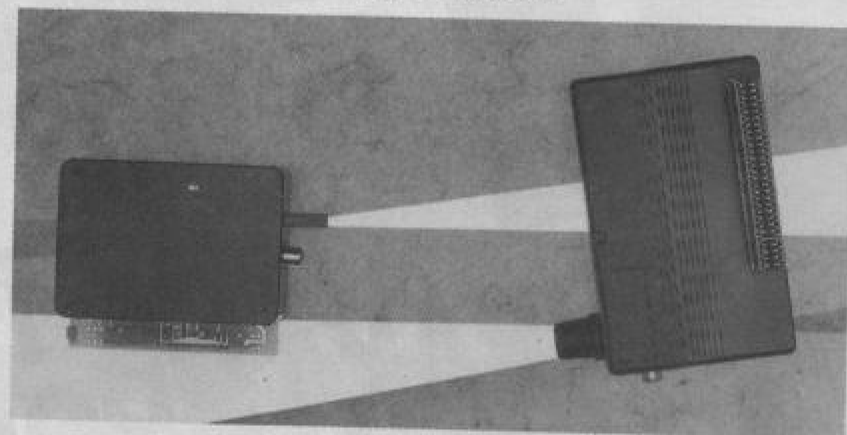
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NEW!

RAGE HARD!

Introducing the new *YS* hardware page, featuring Technical Ed *Phil Snout* on oscilloscope and magic screwdriver. This month he takes apart a pair of video digitisers, the Rombo VIDI-ZX and the Dataskip Videoface.



Video frame grabbing used to be the province of more sophisticated computers, with the interfaces costing from £90 to around £500 for some of the biggies. But even on the Spectrum it's possible to grab frames from video and manipulate them, and indeed use them in your own program as you would any other SCREEN$ file. There are currently two brands of digitiser on the market at the moment, and both of them are relatively inexpensive.

Although we are comparing these two devices head-to-head, it would be unfair to compare them too closely. As in anything, it's what you prefer on a personal basis and whether or not it fits your needs, which in the end will dictate what you'll buy. I prefer to tell you the merits of both and let you make up your own mind. But as comparisons must be drawn, for what it's worth, I'll give you my verdict at the end. Okay, let's plug in the video and see what develops.

DATASKIP VIDEOFACE

Readers will no doubt be familiar with the name Dataskip Videoface, as they've been advertising for some months under their own name. But now they're doing a deal with Romantic Robot, and the Videoface has been re-launched in a new box. The device comes with a software cassette and a 'manual,' or more accurately a sheet of paper, explaining how to use it.

One of the main features that struck me about this device, 'cos I saw it first



in prototype about a year ago, is that as well as being stuck in a new box, the software that goes with it has been re-written, adding a couple of new features. The device scans the TV picture at six frames a second, and stores the preceding six after you press the frame grab button. So, main additions are the facility to save from one to six frames at once, and animate them at any speed. This can be very handy for making videos, giving you access to *Max Headroom* style digital effects, and enabling you to set up sequences which repeat over and over again.

To use the unit, you plug one end of a lead into the BNC plug marked 'video out' on the back of a domestic video player, and the other end into the photo or RCA plughole on the digitiser. Then you load the software, and the picture from the video comes out on your montior, via the Speccy. When you spot a piccy you like on the screen, you slap the SPACE bar and the image is frozen or 'grabbed,' and prepared for animation or saving to tape/disk. You can step through the six screens in the frame buffer to select the best one, before saving one or more of them.

I must admit, I found the manual a bit insubstantial and a trifle difficult to understand, but as it was, I presume, written by the Dutch bloke who designed the machine, I s'pose we can't be too harsh. It does raise a few interesting questions, though. Like, nowhere does it say what the red LED does, and this was a bit of a problem at one point as the red light was on and no picture was forthcoming on the Speccy screen. Hmm. Still, this had stopped by the time I booted it the next day, so your guess is as good as mine as to what was going on there.

On the plus side, the animation is pretty smooth, flipping those six screens without very much flicker at all. It would have been better to see more instructions about how to use those six screens in your own programs though. There isn't a grey tone as such, but the machine cheats it in the way it bleeds out in areas which offer neither black nor white. The effect is a bit erratic, but as you can see in our piccy of Spock, it can be quite effective. A bit of judicious gain twiddling usually manages to get a good balance for most source screens. The best results apparently, are to be had from colour video signals, but it says in the manual that you can use black and white as well . . . although quite where you'll get a black and white video source anyway, I wouldn't like to say.

The Videoface is a nicely put together bit of kit, and all the additions to the software work well.

VIDI-ZX

This is a really new device which has a nice homebuilt look to it, being housed in what looks like an electronics project box, with a Rombo sticker on the top. The edge connector and the PCB sticks out of the bottom of the box, but although it looks as though it might be a bit wobbly when plugged in, it actually seats itself quite firmly.

Once you're all connected up, the free cassette of software is then loaded and you're presented with the fast 10 frames per second display. On the top edge of the screen is a menu with (G)rab, (S)hades On, (V)iew, and (M)enu written on it. When you see a frame that you like, just press G, then the screen is frozen ready to be saved. Grab then changes to (R)un, so if you dont like the screen you've grabbed, you can start again by pressing R. You shift menus with M and are presented with one that says (L)oad, (S)ave, (C)opy, (M)enu, and their use is obvious. View is an option for turning off the menu so you can see the whole screen.

By far the most interesting thing about this interface, apart from its nippy 10fps speed, is the Shade option. This turns on a proper grey tone, a sort of stipple effect, which gives you a flat grey tone as well as black and white on the output screens. This is a very pleasing effect, and so fast! It's the speed of grabbing and the stipple effect that makes the VIDI-ZX such an interesting proposition.

The manual is still not very big, but this one is well written, and told me at some points, more than I really wanted to know about the machine. There's also a useful troubleshooting section, and telephone number to call for technical support. Oh yes, on the back of the unit there's a little orange plastic link pushed onto the top two of three small pins which protrude from the PCB. This link reconfigures the machine for use with the DISCiple, and the DISCiple uses address line 6, which is also used by the VIDI-ZX. Moving the link from the top two pins to the bottom two, will change the VIDIs control to address line 4, allowing use of the DISCiple. An additional program, called VIDI 4, is featured on the software cassette to run the machine from address line four.

Full details of the driver software are given in the manual, so that anyone can use the VIDI with their own programs along with full details of the machine code. Plus, all the appropriate addresses in memory are labelled and annotated so you can design your own software if necessary. No operational problems or bugs showed themselves whilst the unit was being tested. In fact the few things that did go wrong were well error trapped. When I put in a



filename too long for the string handler for example, the program broke out of Basic to tell me 'Invalid filename'. On a badly worked out program, this would have been the end of civilisation as we know it. But not only *didn't* the machine reset my Speccy, but the picture I'd grabbed stayed in memory for some minutes while I sorted myself out. All I did was to press RUN and ENTER, and I was back where I started again.

The VIDI-ZX is a first class bit of kit, and seems reliable and well set out. Highly recommended.

(Snouty Star Trek Note: The veteran Trekkers among you will recognise the episode of ST I used for this experiment. It was of course 'Obsession'. What a corker that was!)

Summing Up

Well, there you have it and... what? You want me to tell you which one I like best? Well, I don't really think it's fair to favour one over the other, as they both do slightly different jobs. But, if you really twisted my arm, I'd prefer the Rombo at a pinch. And that's just on the grounds of speed and the shading option. And the fact that it's a fraction cheaper. There, I've committed myself. Hope you're satisfied.

FEATURES	VIDI-ZX	VIDEOFACE
Frames per second	10	6
Shading	yes	no
Animation	no	yes
Multiframe save	no	yes
Copy protected software	no	no
Variable video gain	yes	yes
Scroll picture area	no	yes
Saves to tape/disk/md/Opus	yes*	yes
Through port	no	yes
Cable included	no	no
Price	**£29.95**	**£44.00**

*saves to any medium if the basic program is altered to do so.

CONTACT BOX

Rombo Productions, 107 Raeburn Rigg, Livingstone, West Lothian EH54 8PH. Tel: (0506) 39046

Romantic Robot, 15 Hayland Close, London NW9 0LH. Tel: (01) 200 8870

PHOTOGRAPHY: LIZ HEANEY

PROGRAM PITSTOP

Guess who? Nope not Terry Wogan, not Anneka Rice — just plain ol' *David 'The Rabid' McCandless* and his programming endeavours.



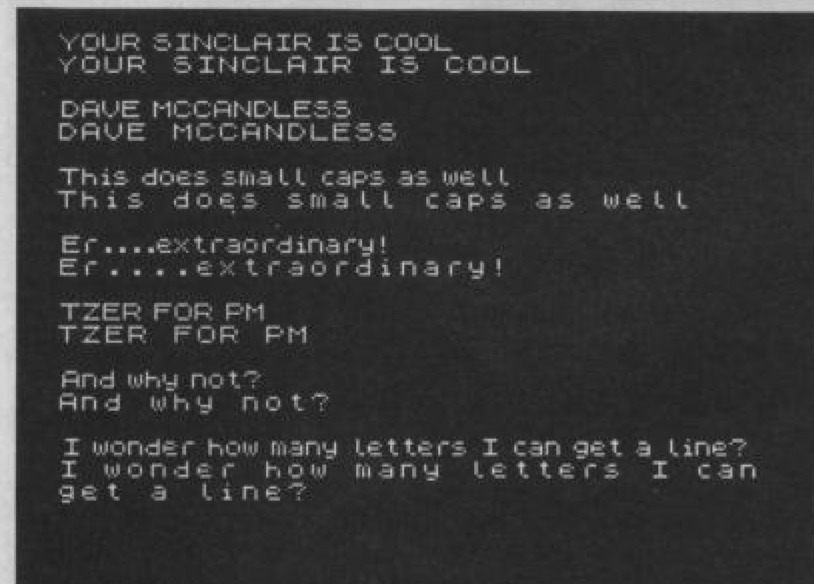
This month's *Pitstop* has a distinctly foreign flavour. No I didn't spill vindaloo over it, but half the routines have been sent in from overseas. First there's **Ruuid Muilwijk**'s screen shading routine, *Shades* and **Alexandre Cunha's** *+3 Recover* program. Not to mention me, with the next bed-wetting, nail-biting instalment of *Arcade Antics*. Oh, and I mustn't forget that ace programmer **Dave Thompson** who isn't from overseas, but as he comes from 'up north' he counts as a foreigner.

Pitstop's getting bigger and better every month, so keep up the trend. If possible send all your routines on tape and include a source code listing. I'll try and return all your tapes, (please send a sae) within a month, but bear with me.

Right now, on to the juicy bit — lemme have all of your programs. And if you're a professional programmer, don't just sit back and let the amateurs take over. Show us what you're made of. Send all contributions to David McCandless, Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE. Don't forget to send a piccy and some gen on yourself. And the best contribution gets a dosh handout.

ARCADE ANTICS

Letters are a little like people in a way. You know, fat, tall, thin, small, straight, curved, wiggly! But the Speccy treats them all in the same way — as if they were one byte wide. But this is where I come in. I've developed a routine that prints a string of letters proportionally, without the extra 768 bytes a slick character set would need. Cool eh?



Method

Right, let's get going. Use the Hex Loader (from *Recover +3)* to input the short routine, saving it with SAVE "print" CODE 40136,216. Then follow it up with the little Demo program that'll have effective 42 column text spurting about all over the screen. Brill!

Fat, slim thin

To use the routine as it stands, you need to prepare a string in memory. So, let's say your string is at 40000. POKE this address into the routine with:

POKE 40153,4000-256*INT (40000/256)
POKE 40154, INT (40000/256)

Then if you're feeling cocky (oo-er), you can use these specialist control codes in your string:

Codes

22—PRINT AT. You must follow it with two numbers, the X and Y co-ordinates.
13—RETURN. This'll make the string begin again on the next line down.
00—This tells the routine that it's reached the end of the string.

Should you be an artistic type and have your own font in memory, then POKE its address into 40139 and 40140 in the same way as you POKE'd the message address. The default address is 15360 (#3C00 in Hex).

After doing that, just type RANDOMIZE USR 40136 to see your string deposited on screen. If you're still lost then examine the demo program for further info. Got it?

Basic and Code

Here's the demo program and machine code for your pleasure.

```
   10  REM Proportional PRINTING
   20  REM DEMO
   30  LET a=PEEK 40136
   40  IF a<>195 THEN  PRINT "MAC
HINE CODE NOT PRESENT": STOP
   50  PAPER 0: INK 7: BORDER 0:
CLS
   60  LET addr=40000
   70  POKE 40153,addr-256*INT (a
ddr/256)
   80  POKE 40154,INT (addr/256)
   90  RESTORE
   95  LET y=1
  100  FOR i=1 TO 7
  105  POKE 40147,y-1
  110  READ a$
  120  FOR x=1 TO LEN a$
  130  POKE addr,CODE a$(x)
  135  LET addr=addr+1
  140  NEXT x
  150  RANDOMIZE USR 40136
  160  PRINT AT y,0;a$
  170  LET y=y+3
  180  LET addr=40000
  190  FOR n=addr TO addr+50: POK
E n,0: NEXT n
  200  NEXT i
  210  DATA "YOUR SINCLAIR IS COO
L"
  220  DATA "DAVE MCCANDLESS"
  230  DATA "This does small caps
 as well"
  240  DATA "Er....extraordinary!
"
  250  DATA "TZER FOR PM"
  260  DATA "And why not?"
  270  DATA "I wonder how many le
tters I can get a line?"
```

```
40136:C3D19C3802000000=618
40144:3C21000022CB9CDD=707
40152:21A19DDD7E00DD23=954
40160:B7C8FE0DCAB09DFE=1402
40168:16CA919DCDF19C18=1152
40176:EA2ACF9C5F1600CB=959
40184:23CB12CB23CB12CB=918
40192:23CB1219EBED4BCB=1031
40200:9C78FE18D0E618C6=1214
40208:40677B87B7B7B787=962
40216:41CB38CB38CB3880=970
40224:6F3E0791171 7E61C=629
40232:32339D0600D51A13=530
40240:0E001818CB1FCB19=524
40248:CB1FCB19CB1FCB19=924
40256:CB1FCB19CB1FCB19=924
40264:CB1FCB19CB1FCB19=924
40272:CB1FCB19B677237E=924
40280:B1772B2410D0E106=830
40288:00AFB62310FCA7C2=1029
40296:6F9D0604C3779D06=755
40304:001FDA779D10FA3A=857
40312:CB9C8032CB9CD0AF=1279
40320:32CB9C3ACC9C3C32=937
40328:CC9CC9CD7F9DC3D8=1464
40336:9CDD6600DD6E01DD=1032
40344:23DD2322CB9CC3D8=1098
40352:0000000000000000=0
STOP
```

SHADES

by Ruud Muilwijk

Hold on! I know what you're thinking. You're thinking that these are the kind of shades you wear when you go to the bar and ask for a Babycham. But — you're wrong. This is actually a very nifty program for shaded screen dumps from **Ruuid Muilwijk**. The dumps from the program will work on any printer, including the ZX printer, as long as it uses the COPY command.

Method

Type in the Basic listing, save it with SAVE "SHADE 1" LINE 10 and then type the small code SAVE "SHADE2" CODE 60000,112. Now you're all set.

Shading

The future's so bright I gotta wear... ahem! Running the program makes a menu flash (oo-er) on the screen. Follow these instructions to use it.

SHADE — This option will shade the current screen in memory by changing all the paper and ink colours into pixel patterns.

BLACK/WHITE — This'll shade the screen into just two shades.

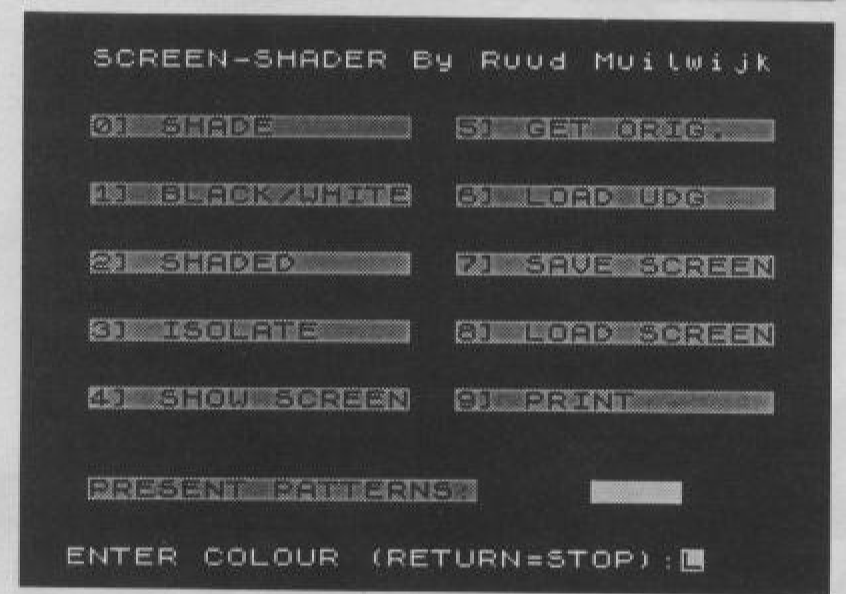
SHADED — This allows you to select the shades. On the bottom of the screen you'll see ABCDEFGH change into the shady patterns.

ISOLATE — This powerful option'll let you isolate particular colours. Enter a number 0-7 after the prompt, then press Enter and type another if you want. Press Enter twice to finish. Now when you press 0 (shade) only the selected colours will appear shaded. This is very useful if you want to merge screens with each other.

SHOW SCREEN — This'll just display the whole screen with no menu obscuring it.

GET ORIG — This retrieves the original piccy back, just in case you made a pig's ear of the copy.

LOAD UDG — You can even define your own shades patterns as UDG's and load them with this option.



SAVE SCREEN — Pretty self explanatory really. It won't save the original.

LOAD SCREEN — Whaddya mean you don't understand this?

PRINT — Yes, you've guessed it, this dumps screens to printer.

Well, that's pretty easy. Get typing.

Programs

Here are the *Shades* Basic and machine code programs.

Basic Program

```
10 REM
11 REM SCREEN-SHADER by
12 REM   Ruud Muilwijk
13 REM
 15 BORDER 0: PAPER 0: INK 0
 20 CLEAR 29999
 25 LOAD "shaded.o"CODE 60000
 30 DATA 33,0,0,17,0,0,1,0,27,2
37,176,201
 40 FOR f=60200 TO 60211: READ
a: POKE f,a: NEXT f
 50 GO SUB 9000: PRINT AT 1,1;
PAPER 0; INK 7;"SCREEN-SHADER By
 Ruud Muilwijk": PAPER 5
 60 PRINT AT 4,1;"0] SHADE
 ";AT 7,1;"1] BLACK/WHITE";AT 10
,1;"2] SHADED      ";AT 13,1;"3]
ISOLATE     ";AT 16,1;"4] SHOW SC
REEN"
 70 PRINT AT 4,17;"5] GET ORIG.
 ";AT 7,17;"6] LOAD UDG    ";AT
10,17;"7] SAVE SCREEN";AT 13,17;
"8] LOAD SCREEN";AT 16,17;"9] PR
INT     "
 80 PRINT AT 20,1;"PRESENT PATT
ERNS:";: PAPER 7: PRINT AT 20,19
;CHR$ 144;CHR$ 145;CHR$ 146;CHR$
 147;CHR$ 148;CHR$ 149;CHR$ 150;
CHR$ 151
 90 LET c$=INKEY$: IF c$<"0" OR
 c$>"9" THEN  GO TO 90
 100 GO TO 500+500*(VAL c$+1)
1000 GO SUB 9000
1010 RANDOMIZE USR 60000
1020 GO SUB 9100
1030 GO TO 50
1500 FOR f=USR "a" TO USR "d"+7
1510 POKE f,255: NEXT f
1520 FOR f=USR "e" TO USR "h"+7
1530 POKE f,0: NEXT f
1540 GO TO 50
2000 DATA 239,127,251,222,251,12
7,239,253,221,119,221,119,221,11
9,221,119,221,102,213,174,213,10
2,221,102,85,170,85,170,85,170,8
5,170,34,136,34,136,34,136,34,13
6,16,128,4,33,4,120,16,2
2010 FOR f=USR "a" TO USR "a"+7:
 POKE f,255: NEXT f: FOR f=USR "
h" TO USR "h"+7: POKE f,0: NEXT
f
2020 RESTORE 2000: FOR f=USR "b"
 TO USR "g"+7: READ a: POKE f,a:
 NEXT f: GO TO 50
2500 FOR f=USR "a" TO USR "h"+7:
 POKE f,0: NEXT f
2501 INPUT "ENTER COLOUR (RETURN
=STOP):"; LINE c$
2505 IF c$="" THEN  GO TO 50
2510 IF c$<"0" OR c$>"7" THEN  G
O TO 2501
2520 LET udg=USR "a"+8*VAL c$
2530 FOR f=udg TO udg+7: POKE f,
255: NEXT f
2540 GO TO 2501
3000 GO SUB 9000
3001 IF INKEY$<>"" THEN  GO TO 3
001
3002 IF INKEY$="" THEN  GO TO 30
02
3010 GO TO 50
3500 GO SUB 9200: GO TO 50
4000 INPUT "ENTER FILENAME:"; LI
NE n$: IF LEN n$>10 THEN  GO TO
4000
4005 PRINT AT 17,0;
4010 LOAD n$CODE USR "a": GO TO
50
4500 INPUT "ENTER FILENAME:"; LI
NE n$: IF n$="" OR LEN n$>10 THE
N  GO TO 4500
4510 SAVE n$CODE 30000,6912: GO
TO 50
5000 INPUT "ENTER FILENAME:"; LI
NE n$: IF LEN n$>10 THEN  GO TO
5000
5005 PRINT AT 17,0;
5010 LOAD n$CODE 40000: GO TO 50
5500 GO SUB 9000: COPY
5510 GO TO 50
9000 POKE 60201,48: POKE 60202,1
17: POKE 60204,0: POKE 60205,64:
 RANDOMIZE USR 60200: RETURN
9100 POKE 60201,0: POKE 60202,64
: POKE 60204,48: POKE 60205,117:
 RANDOMIZE USR 60200: RETURN
9200 POKE 60201,64: POKE 60202,1
56: POKE 60204,48: POKE 60205,11
7: RANDOMIZE USR 60200: RETURN
```

Machine Code

```
60000:2100401100580603=211
60008:C50E00600CD8CEA=804
60016:231310F9150D20F3=628
60024:14C110EC2100580E=600
60032:030600363B2310FB=421
60040:0D20F6C9C51AE607=952
60048:CDB9EA32CFEA1AE6=1371
60056:38CB3FCB3FCB3FCD=1059
60064:B9EA32D0EA3ACFEA=1410
60072:477EA0F53AD0EA47=1173
60080:7E2FA047F1B077C1=1133
60088:C9E5D52A7B5C1108=925
60096:0047041910FD1600=391
60104:59ED527ED1E1C900=1169
60112:0000000000000000=0
STOP
```

RECOVER +3

by Alexandre Cunha

This is our first +3 utility and well useful it is too! You can use it when you get into a fit with your computer and accidently erase a file from a disk. Thanks go to **Alexandre Cunha.**

Method

As you can see there are three main routines, old Hex Loader, the usual Basic listing and a daunting chunk of Hex. Just use the Hex Loader to pile in the chunk of Hex numbers and then type in the Basic listing. Keep the Hex Loader on tape.

Recovering

Yes, I'm feeling much better thank you. Once you've typed in the programs, Saved and Verified them, you Run the Basic and follow the prompts to recover your files. If you've saved anything after accidentally erasing, then don't be surprised if your file is corrupted. To check whether *Recover* is working correctly, type in this example and insert a new disk:

SAVE "a:exp1.exp"
SAVE "a:exp2.exp"
ERASE "a:*.exp"
CAT "a:*.exp"

Now Run *Recover* and both files (exp1 and exp2) will re-appear.

Basic Listing

Yeah, pretty simple innit? Ha!

Save this with SAVE "RECOVER 1" LINE 60

```
  9 REM RECOVER by
 20 REM Alexandre Miguel M. L.
P. da Cunha
 30 REM for Your Sinclair
 40 REM 15/01/1988
 50
 60 PAPER 1: INK 5: BORDER 1: C
LEAR 29999
 70 LOAD "rec.cod"CODE 30000,40
0
 80 CLS
 90 PRINT #0;"Insert disk to RE
COVER and press": PAUSE 0
 100 CLS : CAT "a:*.*"
 110 PRINT #0;"RECOVER this disk
 ? (y/n)"
 120 POKE 23658,0: LET y$=INKEY$
: IF y$="n" THEN  GO TO 80
 130 IF y$<>"y" THEN  GO TO 120
 140 LET OK=USR 30000
 150 IF OK THEN  PRINT #0;"Press
 any key to see all files": PAUS
E 0: CLS : CAT "a:"
 160 GO TO 90
 170 STOP
 180 SAVE "a:recover" LINE 60
 190 SAVE "a:recover.cod"CODE 30
000,400
```

Machine Code

Save the program with SAVE "RECOVER2" CODE 30000,400 or if you want to save it to disk then SAVE "rec.code" CODE 30000,400.

```
30000:CD6B0DCD4675CD9E=1080
30008:75CDC575219D76CD=1149
30016:5076010100C9CD19=631
30024:763E41CD5101DDE5=982
30032:010007110001DDE1=472
30040:DDE521007DCD6301=913
30048:D241760100071101=419
30056:01DDE1DDE521007F=1057
30064:CD6301D241760100=699
30072:07110201DDE1DDE5=923
30080:210081CD6301D241=742
30088:7601000711030 1DD=368
30096:E1210083CD6301D2=904
30104:4176CD2D76C92100=785
30112:7D01000851120007E=434
30120:FEE5CCB7751979BD=1322
30128:30F578BC30F1C923=1126
30136:7EFEE52B042B3600=750
30144:C9210085C9CD1976=416
30152:3E41CD5101DDE501=865
30160:0007110001DDE1DD=692
30168:E521007DCD660130=743
30176:600100071101 01DD=344
30184:E1DDE521007FCD66=1142
30192:01304E0100071102=154
30200:01DDE1DDE5210081=1059
30208:CD6601303C010007=424
30216:110301DDE1210083=631
30224:CD6601302CCD2D76=768
30232:C9F3C501FD7F3A5C=1172
30240:5BCBA7F607325C5B=947
30248:ED79C1FBC9F3C501=1444
30256:FD7F3A5C5BCBE7E6=1285
30264:F8325C5BED79C1FB=1283
30272:C9CD2D76215F76CD=1020
30280:5076C1C1010000C9=786
30288:E53E02CD0116E17E=872
30296:FEFFCBD72318F816=1253
30304:070112014552524F=339
30312:523A160709120052=278
30320:45434F5645522046=554
30328:41494C4544160A0C=395
30336:4E4F20204449534B=520
30344:160C0F4F52160E0A=256
30352:57524F4E4720464F=578
30360:524D4154FF160A0B=603
30368:5245434F56455220=566
30376:46494E4953484544=586
30384:FF00000000000000=255
30392:0000000000000000=0
30400:0000000000000000=0
STOP
```

Hex Loader

Yup, Hex Loader again! Follow the prompts which'll have you entering the start address (30000) and the length (400), and then the eight bytes of Hex per line, and ultimately the checksum.

```
10 GO SUB 200
20 LET a=s
30 LET t=0
40 PRINT TAB 0;a;":";
50 INPUT "Line of Hex";h$
60 IF h$="S" THEN  STOP
70 IF LEN h$<>ch THEN  BEEP .5,-15: PRINT "Length error": GO TO 30
80 PRINT h$;
90 LET x=0
100 FOR b=1 TO ch STEP 2
110 LET z=FN h(h$): LET t=t+z
120 POKE a+x,z
130 LET h$=h$(3 TO )
140 LET x=x+1
150 NEXT b
160 PRINT " = ";: BEEP .2,25: INPUT "Checksum:";q
170 PRINT q
180 IF q<>t THEN  PRINT "INPUT ERROR!": BEEP .5,-15: GO TO 30
190 LET a=a+(ch/2): BEEP .1,35: GO TO 30
200 DEF FN h(h$)=16*(CODE h$(1)-48-(7 AND h$(1)>"9"))+CODE h$(2)-48-(7 AND h$(2)>"9")
210 POKE 23609,50: POKE 23658,8
220 INPUT "Start Address";s
230 LET ch=16
240 RETURN
```

STAR TIP 10

by David Thompson

At last! For all of you who've been suffering from extreme, excrutiating Star Tip withdrawal symptoms, here's one at last. Phew! It's from **David Thompson** and it's a great, soopa', smashing, ace (etc), Hi-Score chart. Let's here it for Dave! Raaayhhhhhh!



Dave

As you can see from the picture, Dave has a head, a couple of legs, and — oh look! — two arms. Wow! He started programming on a ZX81 at the cherubic age of 13, about five years ago. His first game was *Butch Hard Guy,* followed by the cool *Ultimate Combat Mission,* and the forthcoming *Future Bike Simulator,* designed by 'Playability by Design,' graphicked by Dennis Mulinen, and consulted by Mark Wallace. In his spare time, he dons his *Green Beret* for a bout of russki bashing, and we all hope he's gonna' be a regular contributor to these pages (get the hint Dave?).

Method

Type in the code with the Hex Loader, save it with SAVE "hi-score" CODE 45000,904, and then RANDOMIZE USR 45000 to score highly.

The Charts that Count

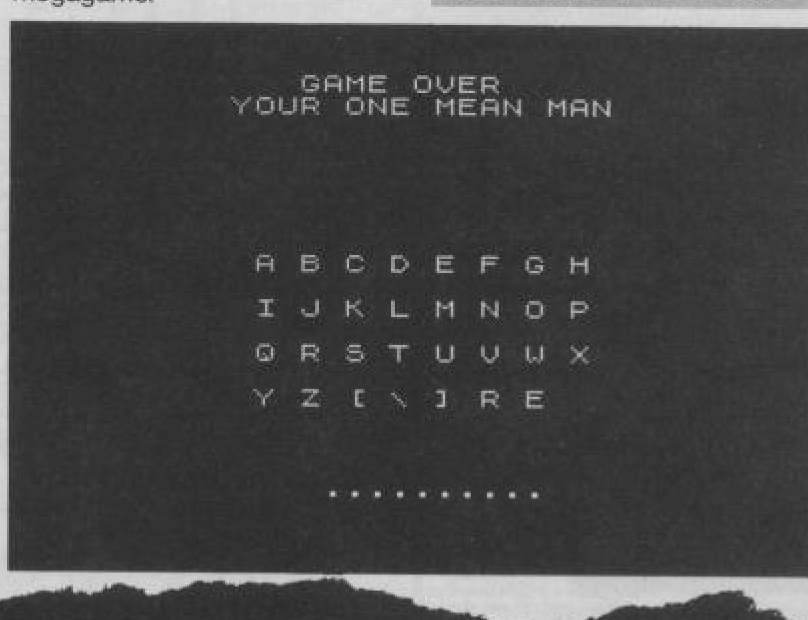
The first thing you'll see when you type RANDOMIZE USR 45000 will be a straight forward, "are you asleep yet?" GAME OVER message. Just press any key and you'll be greeted by a table of letters, a row of dots, and a blank stare reflected back at you from the black TV screen. You'll also see that one of the letters is darker than the rest, this is the cursor. Press Z and X to move it left or right, and then press SPACE to place the current letter onto the dots. In this way, you can spell your name. The R letter represents a backspace, and the E letter will quit the chart. Once you've finished, the chart will appear for you to goggle at.

The maximum number of digits is seven and these should be POKEd into addresses 45889-45896. Should you decide to use an alternative (yes, very rude) character set, you must POKE its address into 45104 and 45105 (hi and low bytes respectively). And if you do use another character set, characters 91,92 and 93 ([,/,]) can all be re-defined.

The Code

Look, I know it's big, I know you've hardly any time, yes I know the cheetah is the fastest land animal, but this is worth it, especially if you need a Hi-Score chart on your most recent megagame.

```
45000:3E46CDEDB1CDFAB1=1383
45008:2153B2CD07B2AFDB=1078
45016:FE2FE61F28F80E05=869
45024:117FB20607D52142=647
45032:B31ABE2804300818=519
45040:12231310F4180C0D=381
45048:CA6FB0E111180019=780
45056:EB18E00D2830C511=809
45064:D4B2218CB2011200=808
45072:EDB0C10D2828C511=916
45080:BCB221A4B2011200=760
45088:EDB0C10D2818C511=900
45096:A4B2218CB2011200=712
45104:EDB0C10D28081180=827
45112:B22174B2011200ED=761
45120:B0D1052142B30107=884
45128:00EDB0CDA1B0CDFA=1410
45136:B1E1110B00ED52EB=984
45144:2173B0010A00EDB0=748
45152:3E46CDEDB1CDFAB1=1383
45160:2160B2CD07B2C9D1=1107
45168:18EE0B2E2E2E2E2E=503
45176:2E2E2E2E2EFF0008=493
45184:0941424344454647=485
45192:48494A4B4C4D4E4F=604
45200:5051525354555657=668
45208:58595A205B5C5D01=576
45216:022173B01174B03E=697
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45248:07B21181B0181378=670
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45264:6778E6070F0F0F81=634
45272:6FC93A7FB04F3AB0=938
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45304:FEDBFEE60428413E=1128
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45320:DE36463A7FB0FE08=969
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45336:C3DAB03AB0B0FE09=1214
45344:280ED6023280B03E=686
45352:16327FB018C3DAB0=991
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45432:FE01282FFE022857=725
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45632:B219ED5B35B20608=776
45640:7E12231410FA2135=551
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45680:06312E204F4F2D45=405
45688:5220202020202030=322
45696:3032303030300107=298
45704:06322E2052205459=421
45712:5045204F48202030=447
45720:3031373030300109=306
45728:06332E2044454E20=382
45736:4241425920202030=430
45744:303135303030010B=306
45752:06342E20534F4654=452
45760:2053544F524D2030=517
45768:303132303030010D=305
45776:06352E2057484954=453
45784:4E4559204B2E2030=466
45792:3031303030 30FF01=545
45800:0207594F5552204F=455
45800:0207594F5552204F=455
45808:4E45204D45414E20=500
45816:4D414E01090B4120=335
45824:4220432044204520=398
45832:46204720480108 08=297
45840:49204A204B204C20=426
45848:4D204E204F205001=411
45856:0D0851205220 5320=363
45864:5420552056205720=470
45872:58010F0B59205A20=355
45880:5B205C205D205220=486
45888:45FF393030303030=621
45896:3000000000000000=48
45904:0000000000000000=0
STOP
```



Okay, now you've seen what's hip and def in the programming world, go out and try it yourself. Now! Send all contributions, complaints and crap to David McCandless, Program Pitstop, *YS*, 14 Rathbone Place, London, W1P 1DE. Let's hear from you soon.

NEW!

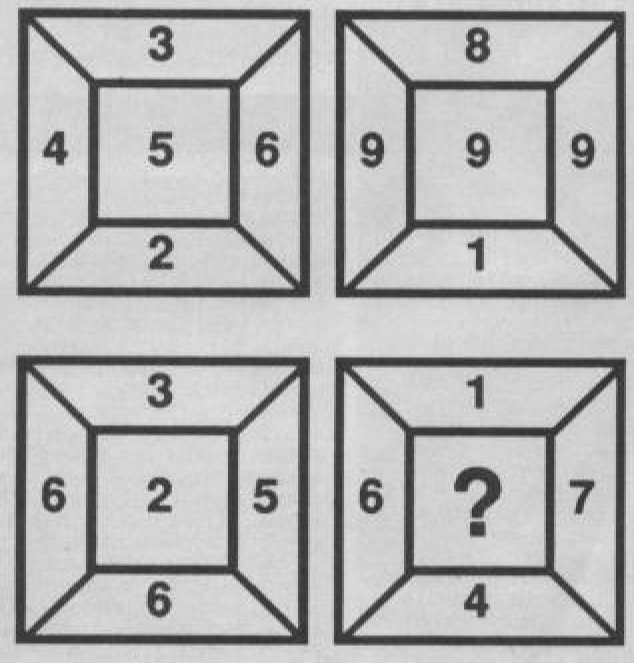


PETE'S PUZZLERS

Time to crank your grey matter into second gear, folks, as *Troubleshootin'* Pete *"my-brain-is-the-size-of-an-NCP-Car-Park"* Shaw applies the Mensa Test in this new 'n' regular puzzle page...

LOGIX BOXES

Following the logic of the other three boxes, can you deduce what number should substitute the question mark?



RIDDLE-ME-REE

My first is in SQUARE but not in ROOT,
My second is in HARP but not in FLUTE,
My third is in EASY but not in HARD,
My fourth is in CREAM but not in LARD,
My fifth is the start and the end of a TREAT,
My sixth is in RUMP but not in the MEAT,
My seventh is in QUIET but not in SOFT,
My last is in BEAM but not in the LOFT,
My whole is a friend created by Clive,
Upon which this mag needs to survive.

DINGBATTY

Can you suss out what these two dingbats are? Clue: they're Sinclair related, (haw haw).

CCCCC

KK x 64 =

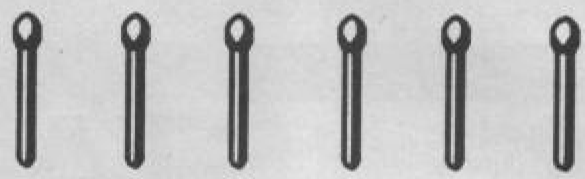
TRAIL

Starting from 2 at the point marked, insert all the four arithmetical signs and end up with the correct answer.

5		6	
	3		7
2	=	3	

PIX PROB

It's 'that-old-chestnut' time again. Add at least five matchsticks to these six and come up with a total of nine.



LOGIX

Five friends, all with different versions of our beloved Speccy, all choose their favourite game. Ruth (the second oldest with the 128K Spectrum), said that she liked *Marble Madness* the best, while Sally prefers *Out Run* and the person with the +2, who likes *Head Over Heels*, is older than the person with the Spectrum+. Given that the 12 year old with the bog standard Spectrum (not George), likes *Enduro Racer* best, while the oldest of the five friends selected *Gunship* as her fave rave, can you deduce the ages, machines and favourite games of the fab five?

	11	12	13	14	15	Spectrum	Spectrum+	Spectrum+2	Spectrum+3	Spectrum 128K	Head Over Heels	Out Run	Gunship	Enduro Racer	Marble Madness
George															
Mandy															
Phillip															
Ruth															
Sally															
Head Over Heels															
Out Run															
Gunship															
Enduro Racer															
Marble Madness															
Spectrum															
Spectrum+															
Spectrum+2															
Spectrum+3															
Spectrum 128K															

PRIZE PUZZLE

D'ya fancy winning a *YS* Goody Bag plus a pile of 10 new software releases? Ya do? Great, then all you've got to do is complete this puzzle. The first correct entry out of the hat wins the goodies. So send off your efforts to It's So Tricky That It Makes Paul Daniels Look Like A Carrot Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And make sure your entries are in by 31st May, 1988.

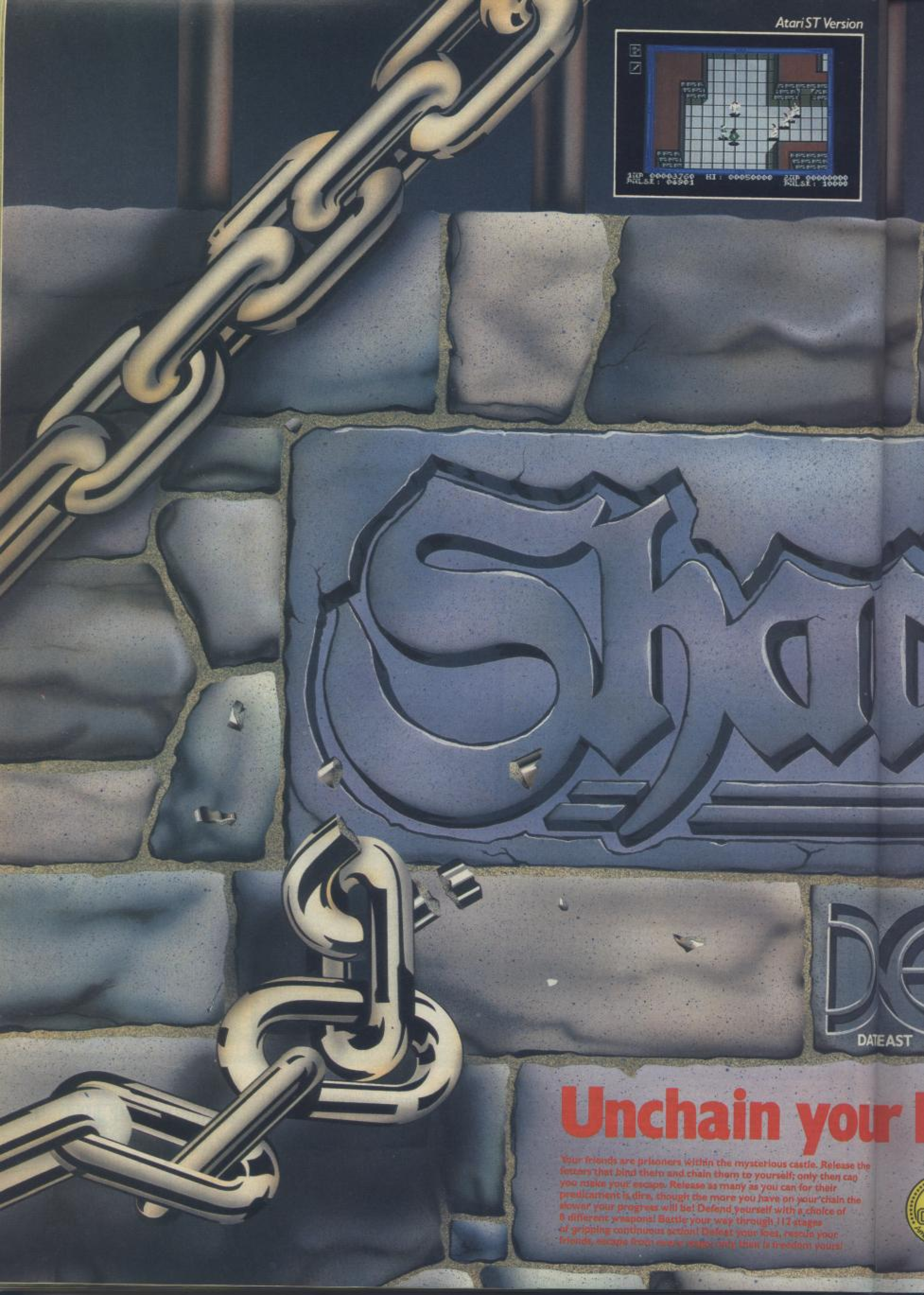
Name..........

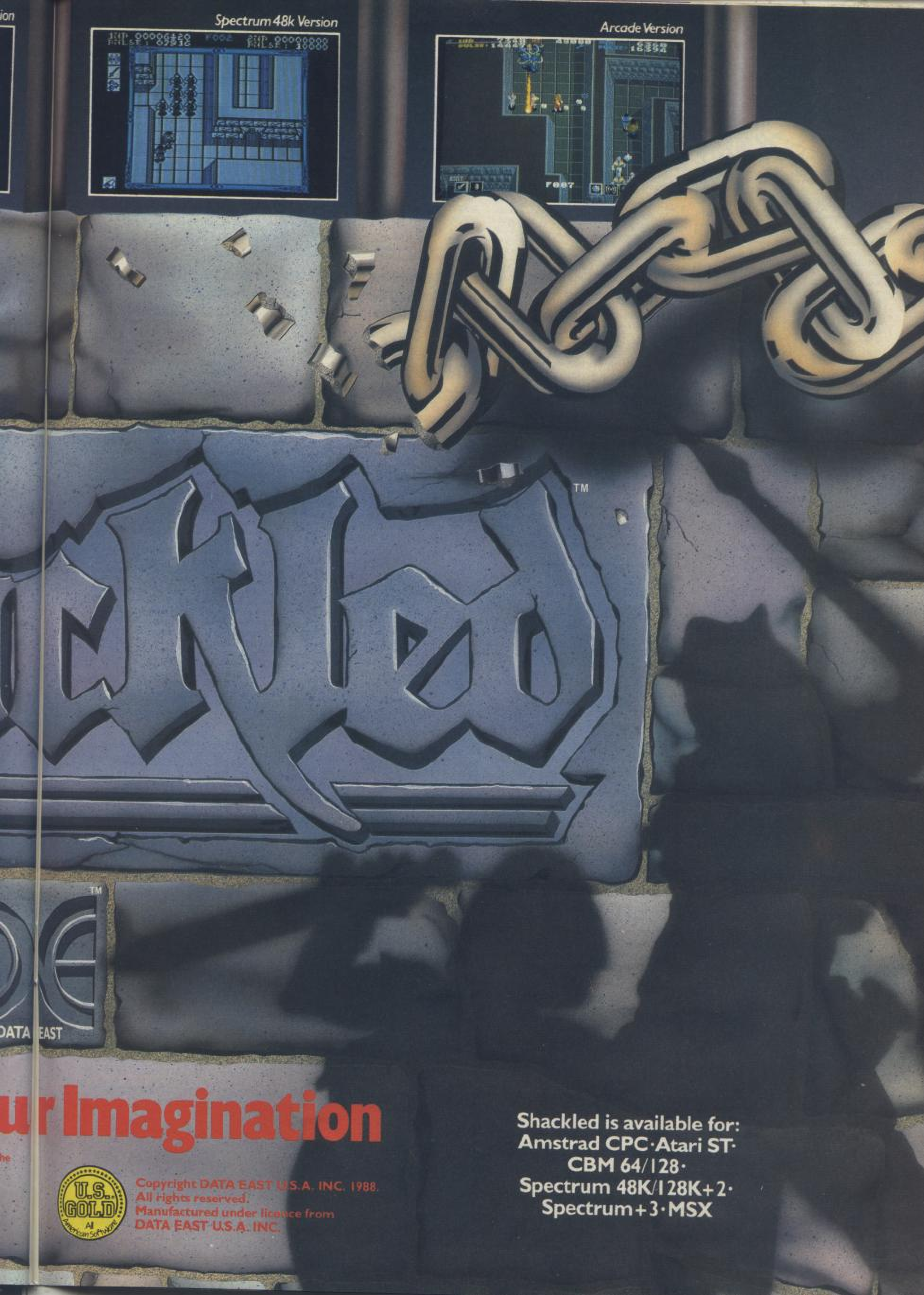
Address..........

....

.... Postcode ....

Turn to page 109 if you're a total thicko and need to know the answers!


Atari ST Version
Unchain your
DATEAST
Your friends are prisoners within the mysterious castle. Release the
fetters that bind them and chain them to yourself; only then can
you make your escape. Release as many as you can for their
predicament is dire, though the more you have on your chain the
slower your progress will be! Defend yourself with a choice of
8 different weapons! Battle your way through 112 stages
of gripping continuous action! Defeat your foes, rescue your
friends, escape from every stage; only then is freedom yours!



ion
Spectrum 48k Version
Arcade Version
TM
TM
DATA EAST
ur Imagination
he
U.S. GOLD
All American Software
Copyright DATA EAST U.S.A. INC. 1988.
All rights reserved.
Manufactured under licence from
DATA EAST U.S.A. INC.
Shackled is available for:
Amstrad CPC·Atari ST·
CBM 64/128·
Spectrum 48K/128K+2·
Spectrum+3·MSX

HARDWARE



■ 128K+2 computer for sale, along with Alphacom 32 printer and over £100 of software. Only 8 months old. Worth £300, offers around £200. Phone (0983) 753649 eves, ask for John.

■ Wico The Boss joystick for sale. Brilliant condition. £6. Also Commodore C16 one year old, complete with all books, leads and data recorder £45. Phone now! (01) 205 7600, 4-6pm, Francis.

■ Spectrum 48K+ with 2 joysticks, interface, cover, books, mags and over 70 original games. All excellent condition. £100 ono. Phone Leicester 537544, weekends only.

■ Cheetah joystick 125, plus cheetah interface, swop for games or money. Phone Stanley (0207) 230847 now!

■ Spectrum +2 for sale, plus games incl *Super Cycle, Metrocross, Express Raider, Leaderboard, World Games* and many more. Also two joysticks and +2 selector connector, sell for £180. Phone Martin on Findon 2353.

■ 48K Spectrum, multiface 128, ram turbo, joystick, interface, Quickshot II turbo joystick. All in perfect condition with instruction manuals. £100. Phone Gordon (01) 902 9352.

■ Swop my hardware for your software, hardware, multiface, wafadrive, disc drive Opus, ZX printer, mouse etc. Offers to Paul, 3 Moorend Avenue, C/wood, Birmingham, B37 5SD.

■ 128K+2, Kempston mouse, basic and machine code books, games, all hardware as new. £150. Phone (03587) 315 Aberdeen.

■ For sale! Spectrum 128, tape recorder, multiface 128, joystick, interface, mags and £150 worth of software. All for £150. Write to: A. Doherty, 16 Belford Park, Ballymoney, BT5 36HR.

■ Spectrum 128+3, built in disk, tape recorder, joystick, *Hit Pak 1 & 2, Star Wars*. All 1 month old, unwanted Xmas presents. £175 ono. Phone (0772) 313000.

■ 128K Spectrum interface, microdrive, tapedeck, joystick and interface, 16 m/carts, £125 of software, brother printer, worth over £525 sell for £275, phone Leicester (0533) 358120.

■ Spectrum 128+2 with joystick and ram music machine. A few games £130 ono. Barnsley (0226) 281160, ask for Pete.

■ Spectrum 128, joysticks, interfaces, recorder, books, mags, plus over £700 of games incl *LOR, GAC, Driller, Paperboy*. Sell for £250 ono. Phone Alastair on (0303) 65834 weekends only.

■ CHEAP, Spectrum 48K for sale, joystick, interface, many games, few mags, box, manual and leads. Sell for £40 ono. Phone Bakewell 2845 after 4pm.

■ Multiface 128 for sale, £30 ono. Also complete collection of *Crash* 1 to 50 for sale at £35 ono. Will not separate! Rick Vinter, 65 Barnwell Drive, Rushden, Northants, NN10 9HR.

■ I have a multiface 128 and will swop for *Knight Rider* and *Exolon* or sell for £15. Phone (0795) 661638, all letters answered.

■ Spec 48K, excellent condition, new keyboard, printer 2x + paper, sound amp, currah 4 slot, prog joystick, interface + joystick, books, loads of mags, £100 of software, all boxed. Worth £250+, sell for only £75.95 or near offer. Phone Simon, Coventry 448999. If not in, leave number!

■ Spectrum 48K, interface, power supply, leads, joystick, manuals, latest software, plus 12" BW television. All hardly used, sell for £150 ono. Phone Miss Zervoll (01) 390 0148 NOW! Eves only.

■ Spectrum 128, plus cheetah joystick with interface and 27 games. Sell for £100 or nearest offer. Phone (01) 262 7361, Sunday to Thursday, between 9am and 3pm. Ask for June.

■ 128K Spectrum tape recorder (under guarantee), joystick, 35 games incl. *Driller, Zynaps* and *Elite*. £140. Phone (0934) 515306 after 4pm or write to Ben, 40 Heron Close, Worle, W-S-M, BS22 8RN.

■ Spectrum 48K in lo-profile keyboard with VTX5000 modem, unused, switchable interface and joystick, lots of software and some mags. £100 ono. Phone Dunblane (0786) 824582, ask for Tom.

■ Sinclair Spectrum 128+2, with disciple interface, disk drive, YTX 5000 modem, books, tapes, disks, disk box and alfacom printer, Kempston mouse and lots more. £400. Phone (0980) 42960 after 6pm.

■ Spectrum + 48K, data recorder, joystick, Kempston interface, Cub microvitec colour monitor and original games worth over £100. Total cost £550, will accept £300. Phone Thorne (0405) 813492, ask for Dave.

■ Unwanted Xmas gift: Atari ST FM. Swop for Spectrum, hardware, software and quality printer or sell for £220. Write to PK Smith, 2 Fircroft Avenue, Beechdale Road, Hottingham N98 3AL.

■ 48K Spectrum with saga keyboard, interface one, microdrive, 40 cartridges, joystick interface, interface III, plus games cassettes. £160 ono. Steve Komor, 80 Graham Avenue, Penyfai, Bridgend, Mid Glam. Phone (0656) 721656.

■ 48K Spectrum owners only. Hardware, utilities, original games, books, everything excellent condition. Cost £1200, sell for £245. Write for list. Dennis Boorman, 1 Pound Avenue, Stevenage, SG1 3JB. Buyer collects.

■ Spectrum 48K, double port interface, Quickshot II, joyball, Cheetah 125+ and tape recorder, 90 games, *Combat School, Nigel Mansell's Grand Prix*, computer mags. For £120 ono. Phone Adam on (01) 429 0777.

■ 48K Spectrum, lazer 62 keyboard, Quickshot, joystick, RAM turbo interface, tape recorder, 78 originals and more games, total value £375, will sell for £300. Phone Graham Bowditch, Weymouth 775353 after 5pm.

■ Speccy +128, as new, working order, over £130 software, joystick interface, all leads, recorder and 20 computer mags, everything boxed. Worth £300, will sell for £200 ono. Saundersfoot 811302.

■ Commodore + 4/64K computer for sale, including over 50 games, cassette player, two joysticks, manual and mags. Perfect condition. Want £80 ono. Write or phone (061) 437 2732 after 6pm. 54 Shawbury Road, Newall Green, Wythenshawe, Manchester M23.

■ Specdrum for sale, unwanted christmas present. Will sell for £118. Phone Steven on Basildon 3429, code 0268.

■ Spectrum +, £300 worth of software, 100+ mags, double tape back-up device. Sell for £150 ono. Phone (0454) 418106.



Software to swop? Hardware to sell? A lonely heart to be tended? Well, don't be shy. Put a free ad in *Input Output*. Over 80,000 people read it!

SOFTWARE



■ Swop *GAC* for *Computer Hits 4* and *TaiPan* 128K or *Basket Master* and *Garfield*. Or swop *Rygar* for *Flying Shark*. Phone Stephen (041) 777 7447.

■ Hi, I am a 12 year old Italian boy and I will swop loads of the latest Speccy games with you. Just write to: Roberto Ravani, Via Adigrat 14, 20052 Monza (MI) Italy. All letters from anywhere in the world will be answered.

■ 500 multiface POKEs!! Send just £1 + sae, as seen in *YS* and *Crash!* Forget the rest, send for the best!! Scribble to: Marcus Conway, 52 Temple Road, Smithills, Bolton, BL1 3LT.

■ Wanted: *Enlightenment* or *Aliens US*. Also kempston interface, all originals please, mine are. Swop *The Tube, Galvan, Kung Fu Master, Howard, Trapdoor, BMX Simulator*. Phone (0924) 453996 and ask for John.

■ Hey! All you Poms and Aussies, wanna swop games with a Kiwi? If you do, then write to James Croot, 82 Passmore Crescent, Maori Hill, Dunedin, New Zealand.

■ I have many of the latest software games to swop. *Garfield, Gauntlet II, Through The Trap Door, Rampage* and others. Phone Chris, (0702) 232396.

■ Lots of games to swop. 600 programs, titles like *Renegade, Athena, Indiana Jones, Thunder Cats* and *Outrun*. Send your list to Robert Onnerdal, Rallingegard, 61050 Jonaker, Sweden.

■ Will swop *Vera Cruz, Grange Hill, Turbo Esprit* for *Sentinel* or one for *Road Runner*. Phone (01) 858-8112 and ask for David.

■ I've got all the newest games. If you wanna swop then write to: Thorvald Gunnarsson, Hverfisgata 49, 101 Reykjavik, Iceland.

■ Anyone interested in recent originals, *Thunder Cats, Rygar, Exolon* etc? Write to: Vitor, Rua Julio Dinis L.17, Belsol, 2890 Foros de Amora, Portugal.

■ Wanted! Any fishing games for 48K Sinclair Spectrum. Phone Dave on Yeovil 29725 after 6pm, or write to Dave Higgins, 103 Chelston Avenue, Yeovil, BA21 4PR.

■ Will swop my *Tai Pan, Judge Dredd, Enduro Racer, Gauntlet II* for your *Killed Until Dead, Exolon* or *Zynaps*. One for one. Richard Scott, 118 Oxford Road, Cumnor, Oxford OX2 9PQ.

■ Have you got all the latest stuff and do you want to swop? Remember to send your list to Thorvald Gunnarsson, Hverfisgata 49, 101 Reykjavik, Iceland.

■ Wanted Alphacom 32 or ZX printer plus interface, must be in good working condition. Swop for *2112AD, Kung Fu I* and *II, S. Davies Snooker, Bounder Dimension Destructors, Monty On The Run, Transmuter, Bear Bower, BMX Racers, Se-Kaa Of Assiah* and *Alien Attack*, all originals. Phone Stephen on Port Talbot (0639) 892436.

■ Wanted *Buggy Boy* or *Super Hang On* for *Back To The Future*. Phone Darryl at (0592) 267734 Kirkcaldy.

■ Wants *Frank Bruno's Boxing* and *Way Of The Tiger*, for *Gauntlet, Full Throttle, Paper Boy, Universal Hero, Sports Hero* and *Leaderboard, Infiltrator* and *Winter Games, Ace of Aces* all from Solid Gold Collection. Write to Robert Armitage, 89 Beckside Road, Lidget Green, Bradford BD7 2JN.

■ Swop *Mask II, Lightforce, 5 Computer Hits, Cassette 50, Ninja Master, Speed King II, Star Runner*, for Spectrum +2 printer and paper. Write to Steven Paterson, 49 Camberwell Court, Whitsfield, Dundee, DD4 0LL.

■ Mega games to swop including many latest titles. Your list for mine. All letters answered. Write to Ronnia Close, 50 Ford Lane, Stocksbridge, Sheffield.

■ I have over 300 games to swop, including *Gryzor, Knightmare, Combat School, Garfield, Basket Master, Out Run* and many others. Phone (0302) 702032 and ask for Andy. Don't delay, phone today!

■ Spectrum 48K owner wants to swop tapes. Send your list for mine. Niall Wilson, 64 Sycamore Drive, Cavanelleck, Enniskillen, Co. Fermanagh, N. Ireland.

■ Spectrum games approx. 40, eg *Micronaut I, Head Over Heels, Game Over, Big Sleaze, Rebel, Road Runner, Exolon* etc. Phone Isleworth, 560 8864 ask Joe for details.

■ I have various games to swop, inc *Hysteria, Renegade, Road Runner* etc. Send your list for mine to Ian Pitt, 74 Nutall Lane, Rams Bury, BL0 9JZ.

■ Will swop *Out Run, Exolon, Konami, Coin Op Hits, Tomahawk, Wizball, Dandy, Rambo* for *Last Mission, Moonstrike, Glider Rider, Slap Fight, Action Force* and *Nebulus*. Phone (0476) 64054.

■ Games to swop! I've titles like *Out Run, Gunship*. Send your list for mine, to Andreas Falt, Korsbarsv 1, 54141 Skovde, Sweden.

■ I will swop your *FA Cup Football* for my *Feud, Ninja Master* or *Bump Set Spike*. Swop one for one. Send to Simon Baker, 18 Elder Lane, Burntwood W57 9BT. HURRY!

■ Swop my *Wizz Ball, Hit Pak I* and *II*, plus many more, for your *Tai Pan* and *Exolon*. Phone Dunsfold, 360 after 4.30pm. Ask for Jonathan.

■ You want to swop games? Then send me your lists. Over 300 games to swop, many of them new titles. Jonathan Smith, 16 Granby Road, Meadingley, Leeds, LS6 3AT.

■ Swop 25 games with titles like *Bobble Bubble* and *Trust II*, ZX printer with four rolls, a 32K ram pack and mags + manuals, for an Opus disk drive for a Speccy. Phone (0333) 50313.

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If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output *Your Sinclair*, 14 Rathbone Place, London W1P 1DE — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

☐ **Hardware** ☐ **Software** ☐ **Wanted** ☐ **Messages & Events** ☐ **Pen Pals** ☐ **Lonely Hearts** ☐ **Fanzines**

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Think before you snip — most people use a photocopy instead. **YS29**

WANTED



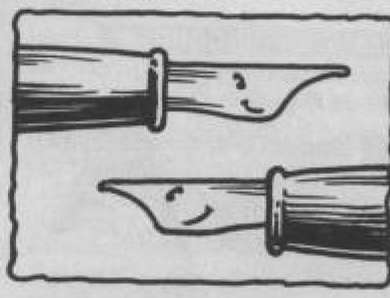
■ I have many games to swop, incl. *Planets* 128K, *Action Pack 3, Impossaball, The Never Ending Story* 128K, and many more. I would like *Heartland, Academy, Glider Rider* 128K, *Dynamite Dan II* and any other good games. Phone (0923) 241602 if interested.
■ Wanted: *Out Run*. Swop for *Green Beret, Mikie, Ping Pong, Hyper Sports, Kung Fu* or *Fist II*. James Owen (0977) 84059.
■ Wanted: POKEs, tips etc for *Magnificent 7, 720°* or any others. Also want *ACE 1*, original only. All offers considered. Phone Alan Frame, Glasgow 882595.
■ Will swop *Space Harrier* and *The Sega Collection* for *Combat School*. Wrexham 362262, ask for James.
■ Wanted: *Arnhem*, will swop for any of the following: *Infiltrator, V* or *Breakthrough*. Contact Stephen Reynolds, 18 Highbury Road, Stockport, SK4 5AZ or phone (061) 442 7452.
■ ZX81 printer with lead and instructions wanted, must be in working order. For use with ZX81. Phone (0992) 24701 and ask for Miss Pates.
■ Wanted desperately, I've got a Spectrum 48K, I will swop for any A4 printer or will pay up to £70. Contact Mike, 85 Bryn Milwr, Hollybush, Cwmbran, Gwent NP44 7UU.
■ Wanted: *GAC+* instructions for £5 or under. Write to: 13 Lees Avenue, Denton, Manchester M34 2BL. BYE!
■ Wanted urgently, *Chuckie Egg*. Will swop for *Paperboy, Jet Set Willy* and *Laser Warp*. Please write to James Hanley, 8 Vine Road, Barnes, London SW13 0NE.
■ Swop *Renegade* and *Gary Lineker's Super Star Soccer* for *Out Run* and *Sidearms* or one for one. Phone (0455) 45740 after 6pm and ask for Scott. Originals only please.
■ Wanted: disk drive and interface compatible with a Spectrum 128+2. Tel John on Sheffield 753600 or write to J. Williams, 75 Glencoe Road, Sheffield S2 2SQ.
■ Wanted: a Sinclair pocket TV in good working condition. Will swop for *Short Circuit, Asterix, Highlander, Jail Break, Masters Of The Universe, Strike Flak*, and lots more. Phone (01) 599 9306.
■ Wanted: multiface 128. Must have instructions, will swop latest games, eg *Gunship, Mercenary* or pay £25 cash. Phone Adam on (0245) 491833 after 5pm soon!
■ Will swop *Thunder Cats, The Best Of Beyond* for *Quartet*. Also swop *Head Over Heels* and *Ace Of Aces* for *Star Glider* and *Fast And Furious, Thunderceptor* for *Bubble Bobble*. Robert McGonigle, Cross, Clonmany, Co. Donegal, Ireland.
■ Wanted: tips for *Game Over, Zoids, Movie, Bombjack I/II, Paperboy, Green Beret*, or maps for *I Ball, Atic Atac*, your tips for mine. Send list of games for details. Phone Havant 454169 after 5pm.
■ Wanted: modem or multiface 3, swop for wafadrive plus three 64K wafers. Phone (0908) 310134.
■ Book wanted: *The Complete Spectrum Rom Disassembly* by Dr. Ian Logan and Dr. Frank O'Hara. Mr. Richard Eales, 24 Southbrook Road, Countess Wear, Exeter, EX2 6JA. Phone (0392) 36696 eves.
■ Football management games wanted: *Inter. Manager, Premier II European, The Double*. Will swop for *Football Director, Mexico 86*. Write to: Jeff, 26 Harry Price House, Hartlebury Road, Oldbury, Warley, West Midlands B69 1EQ.
■ Wanted: vectrex hardware and cartridges for cash. Main unit and any unwanted cartridges considered. Please phone (0908) 563793 after 5pm.
■ Wanted *Out Run*, desperately. Will swop for any three of *V, Road Runner, Transformers, Spy Hunter, Ace*. Write to Russell Hill, 577 Obelisk Rise, Boughton Green, Northampton NN2 8TN.
■ Wanted: *Rock 'N' Wrestle*. Will swop for *Sold A Million I, Milk Race*, and *Future Games*. Originals only. Mine are! Write to Martin Mangan, Kinderhook, Roslevan, Ennis, Co. Clare, Ireland.
■ Wanted: *Everyone's A Wally*. Will swop *Out Run, Rampage, Trap Door* and *Uridium*. Please write to Martin Curran, 108 Saul Street, Down Patrick, Co. Down, N. Ireland BT30 7NJ.
■ I'm in need of a working Sinclair pocket TV, will swop 47 games inc. *Renegade, Cobra, Zynaps, Game Set And Match*, must be in original box. Phone (0228) 38612, ask for Kevin.
■ Wanted: 128+2. Swop loads of transformer toys, good condition and also *Jailbreak, Slap Fight, Renegade*, swop new ones like *Out Run* and others. Phone after 6pm. (01) 574 0805. Ask for Matthew.
■ Ram music machine, boxed, as new, £30 ono. Phone (01) 698 9913.
■ Sinclair b/w pocket TV wanted. Swop for *720°, UCM, Wonder Boy, Slap Fight, Cobra, Enduro Racer, TT Racer* etc. Write to S. Lennox, 53 Main Street, Castledawson, Co. Londonderry, BT45 8AA.
■ Wanted multiface 3. Will swop for AMX mouse, *Pentagram, Ghostbusters*, and *Incredible Shrinking Fireman*. More software negotiable. Phone Frensham (025125) 2140 after 4.30pm and ask for Tristan.
■ Interface I and microdrive, wafadrive or AMX Kempston mouse. Will swop for 17 games, including *Renegade, Mercenary, Batty, ID, B. Bobble*, or for +3 disks. Write to Joao Luis A. Consciencia, Rua General Carmona, Benfica do Ribatejo, 2080 Almeirih, Portugal.
■ Strategy games wanted: *The Double Football Manager 2, Records File*. Will swop for *Academy Vectron 3D, Legions Of Death, Twice Shy, Bobsleigh Minder, Premier 2*. Choose any two for your one. Ray Nurden, 6 James Street, Newport, Gwent, NP9 2GZ.
■ Wanted urgent! Multi loader or written copies of screen loaders eg *Sideway Loading*. Will swop for software, depending on how complex the programs are. Phone Andrew Hemlington. M'boro, 596035.
■ Alphacom or ZX printer, make me an offer, everything considered. Phone (0274) 815594, ask for James.
■ Swop ZX81 + games, for Spectrum 48K and printer or disk drive. Phone (047483) 2108, after 6pm ask for Kim. Urgent.

MESSAGES, CLUBS & EVENTS



■ *Stargate* has arrived! Issue one of this fab new tape mag is crammed with reviews, tips etc and all for only £1. Send a sae for 26p and £1 to Stargate Spectrum Dept, Spud Software, 17 Lynton Drive, Southport, PR8 4QP.
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■ To all my fans, and girls. For some fun, phone Clyst St. George, nr. Exeter 77313 and simply ask for Robert Hawes. Simple isn't it!
■ Free membership to SUUG (Spectrum Unemployed User Group), bi-monthly free tape mag, for the latest issue and further details send C60 and sae to Dave Burns, 46 Old Heath, Shrewsbury, SY1 4SF.
■ This is my last resort in trying to get a letter printed, so if it works, watch this space. Penpals desperately wanted, Bruce Phipps, Manor Farm, Chadbury, Evesham, WR11 4TD.
■ *The User* is a brand new magazine for Spectrum users. Issue one includes reviews, previews, news and lots more. Send 50p and sae now! M. Rawlinson, Avondale, Golf Linke Lane, Selsey, PO20 9DP.
■ *Matchday* wanted badly, will swop for any from the following *Heartland, Bobby Bearing, Great Escape, Arkanoid, World Class Leaderboard, Game Over, Scooby Doo, California Games*. Phone (0226) 751340 after 6pm any day.
■ Send for your copy of *Spectacle* magazine now!! Only 50p, the demand is high. Write to *Spectacle* Magazine, 20 Monins Road, Dover, Kent CT17 9NX.
■ My little cream cakey, it's got to work out for us, after all we were made for each other! Love always, Cuddly Dumpling xxx.
■ If you want a POKE for all your games, just send a list of them and 40p to David Raper, 18 Welldeck Road, Hartlepoole, Cleveland.
■ Do you want any hints and tips for any game? Phone me on Ilminster 54137 after 5pm and ask for Alan. You only pay for stamp. Ring now!
■ Join our POKEs, maps and tips club! Receive our bi-seasonal catalogue of maps, POKEs, solutions, adventure and much more! Please send 40p + stamp to: Cairnpoke, Glenfield House, 246 Comber Road, Lisburn, Co. Antrim, BT27 6XZ.
■ Hacks and POKEs! In a tight corner? Then send for *Megamag* fanzine, issue 1. Send £2 po to Eric Jones, 84 Conleach Road, Speke, Liverpool 24, L24 0TR.

PENPALS

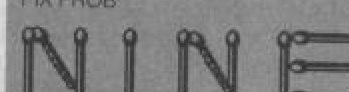


■ Penpals wanted anywhere in the world. I'm 18, male, and own a Spectrum. You don't need to have a computer. Write to Grzegorz Albinowski, ZWM 19/16, 75-452 Koszalin, Poland.
■ Good looking 16 year old female, into adventures and machine code, seeks male into same. Please enclose photo. Write to Melissa Muff, Glen Eyre Hall, Southampton, SO9 2QN.
■ 12 year old male seeks attractive female aged 12. All letters answered. Send photo. Write to Mark Lightley, 33 Exeter Close, Ashington, Northumberland, NE63 9RZ.
■ 18 year old male seeks penpal, 15+ male/female, Spectrum 48 owner. Contact Neil McPherson, 1 Barrs Terrace, Cardross, Dumbarton, G82 5PE.
■ 15 year old boy waiting all alone, for someone to write to. Females of 14+ would suit me fine. Reply soon to D. Firmage, 18 Lime Kiln Close, Cley Next Sea, Holt, Norfolk, NR25 7UB.
■ Penpal wanted to swop software. I have about 200 games, these include *Sentinel, Academy, Fat Worm* etc. Please write to Colin Cooper, 6 Marrs Avenue, Chipping Ongar, Essex CM5 9AY.
■ Hello, I'm Richard. I own a Spectrum+3 and would like to swop disk software. All letters answered. Write to Richard Faulkner, 19 Hospital Road, Castlederg, Co. Tyrone, BT81 7BU.
■ Lonely male age 17, seeks female penpal age 14+. Please hurry. Write to Stephen Sibly, 13 Christ Church Road, Norwich, NR2 2AE.
■ Good looking 13 year old, beach boy from Florida, seeks gorgeous female penpal of similar age, preferably local, who likes music and having fun. Please enclose photo, write to Alistair Albrecht, 16 Ashenden Walk, Farnham Common, Bucks, S12 3UF.
■ +3 and multiface owner, also own 48K, would like to swop ideas, games, tips. Write to Ray Peacock, 246 Scafell Road, Slough, SL2 1TZ.
■ Irish Speccy Club, penpals, software exchange, hints, tips, POKEs etc. Contact Manus McManus, High Street, Drumshanbo, Co. Leitrim, Eire. Send sae. Wanted printer and manuals, will swop or buy for games.
■ 16 year old female speccy 128K owner, seeks male. Please enclose photo. All letters are answered, so write to Susan Rhead, 64 Selbourne Road, Leek, Staffordshire, ST13 5PL. Get writing.
■ NO! All you 13-16 year old females, for the best thing since *Your Sinclair* write to Simon Berrell, 17 Brooklands Road, Swinton, Manchester M27 3AT. I am into fashion, computers and girls.
■ 14 year old male seeks male/female penpal around same age, who has games, hints and tips to swop. Write to: Barry Scott, 47 Eden Park, Cupar Fife, KY15 4HT. Please enclose photo.
■ 18 year old male, 48K owner, is looking for penpals, any ages to swop tips, POKEs etc. Please write to Lee Oatway, 18 Deanscourt Avenue, Swinton, Manchester M27 3WJ.
■ I'm 13 and would like male/female penpals aged 12-14. Hobbies are art, jogging, I have over 1200 games, mostly arcade games. Will swop software, hints, POKEs. If interested please reply to John McCubbin, 59 Dalry Road, Saltcoats, Ayrshire KA21 6LE.
■ I'm a 16 year old male Speccy fanatic and I want to swop games with people all over the world! I've got many new games for 48/128K. Write now to Pedro Eduardo Figueredo, Travessa do Rio, Lote 2, R/C DTO, 1500 Lisbon, Portugal.
■ 20 year old male seeks female penpals. Age 13+, please send photo. Any girl in the world will get an answer. Alan Diss, 89 Lyndon Road, Rubery, Birmingham B45 9UR.
■ Quasimodo look-a-like, 17, seeks male/female penpals from anywhere. What else, oh yeah I own a Speccy 48/128K. Write to Deka 64 Rockbank Road, Tuebrook, Liverpool L13 7BH. All letters answered.
■ Spectrum 48K user (25/m), seeks female penpal for exchanging many interesting letters. If you also do other things than play games on your Speccy, don't hesitate and write to Mark Kunzi, Bachtelstrasse 61, 8620 Welzikon, Switzerland.
■ Hi, any 14 year old females out there who want to swop games and POKEs with a 14 year old male? If so, write to Craig Charlton, 21 Paradise Street, Barrow In Furness, Cumbria, LA14 2HT. Send picture if possible.
■ 19 year old Swedish male, seeks female penpal, any age, to swop games, tips etc. Write to: Orjan Fredriksson, Kagevagen 38A, 93138 Skelleftea, Sweden.
■ I am a 15 year old male, and would like to hear from all you females between 13 and 16. All replies will be answered, please send photo if possible. 48K owner. Niall Wilson, 64 Sycamore Drive, Cavanelleck, Enniskillen, Co. Fermanagh, N. Ireland.
■ Calling all 14 year old girls. Looking for a penpal? Then don't delay, write today! Interest in computers, optional, having a good time, essential. Please include photo. All letters answered. William Aird, 5a Holland Street, Glasgow G2 4NJ.

PUZZLE PAGE ANSWERS

DINGBATTY
(a) C5 (b) 128K

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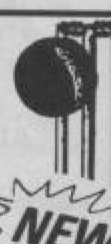
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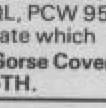
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BACKSTABBIN'

Lights . . . camera . . . action. *John Minson* invites you to 'Come up and see him some time' to find out whether movie tie-ins move you. And why not?

Good evening. In Film Tie-In 88 tonight, Dolph Lundgren flexes his machine code muscles in He-Sprite and the Masters Of The Spectrum; Arnold Schwarz'n'egg 'n'bacon-sarnie *(Yum, yum! — Phil)* meets something nasty in South America — The Program Predator; and a lot of Viet-Cong vanish thanks to their attribute clash camouflage in Pixel Platoon.

"Later we'll be visiting that Hollywood on the Ribble, Manchester, for a location report from the studios of Ocean, where Robocop is getting his bits put back together by a crack team of micro-surgeons, for release later this year. And why not?"

Yes, despite their sometimes dodgy reputation, film-based games are back in fashion. Hardly surprising, because when we're not blasting aliens or battling against adventures, a lot of us spend our spare time at the movies. *YS* even lets the woman with bigger bags than Barry, Rachael J Smith, *(That's because I've got more shopping! RJS)* tell us what she's been up to in the back row every month!

Hunky Males

With cinema admissions growing again, after many years of decline, software houses are cashing in on the smashes. After all, the movies are still a mega-bucks industry, besides which computer games are fairly small-fry, so it makes sense for them to take a lesson or two from their millionaire cousins in the world of entertainment.

Rachael reckons that what she looks for in a movie is human involvement. You have to believe in the characters and have sympathy for them, or you won't care a damn about what happens to them (see her review of *Bellman And True* in *Street Life* for further details). She wants believable characters . . . oh, and lots of car crashes, gunfire, gallons of blood and hunky males!

Well, while the latter lends itself to computer-isation, the former is more difficult to catch. I love Woody Allen and really get into his New York humour, but I can't quite see *Hannah And Her Sisters — The Computer Game* (what you have to do is shoot down the neuroses).

Perhaps the only way to get inside the total movie-experience is via the adventure. Does anybody out there remember *Gremlins*, which followed the film extremely closely? You were placed in the difficult position of having to cope with a town over-run by the little monsters — a good, original adventuring scenario.

But unluckily adventures remain a minority interest and tie-ins don't come cheap. To pay for the license on a big movie, a software house needs to know it can score chart-topping sales. So it's cheaper, and safer, for adventure publishers to stick with the tried and tested formulae which they know appeal to their loyal regulars.

Not so the arcade merchants. They know that a top selling game will easily cover the cost of a license. So they look for titles which contain enough action and adventure to keep you jiggling your joysticks — and which look like they'll be such big successes that you'll *have* to buy them. The movie becomes a 100 minute mega-advert!

It all started way, way back when Activision scored a considerable coup by snapping up the micro-rights to (Who ya gonna call?) *Ghostbusters*. To be honest, the game itself wasn't that hot, but the catchy theme music kept everything tapping along quite nicely, and it sold in its hundreds of thousands thanks to the world-wide success of the original.

Flops!

From then on there have been tie-ins with the good, the bad and the box-office flops. Anyone remember *Biggles — The Movie?* You had to be quick to catch that one at your local flea-pit, and vicious rumours abound that Mirrorsoft's game did better than the mess of time-travelling-air-ace-meets-modern-London-punks that it was based on!

Everyone has their favourites though. I always reckoned that, in terms of outright accuracy and faithfulness to the original, *Death Wish 3* got it right. Shoot everything in sight without a care for whether the muggers came from broken homes and deprived inner-city areas. Let's face it, the computer game contained just as much emotional depth as Michael Winner's slay happy original.

But how do you choose a movie to convert to a computer game? What makes a good movie, after all? In the quest for an expert answer, did I phone Barry Norman at the Beeb? No! Instead I probed Rachael J Smith (Gwyn wasn't around at the time!) because she was sitting next to me in the pub. Anything for the easy life. *(So we've noticed. — Ed)*

Wagging

This sort of thinking can come up trumps — but all too often it leads to the tail wagging the dog. Imagine you're a game designer and your phone rings. "This is Money-soft. We've just snapped up the rights to *Invasion Of The Mega-Dodos Meet Bambi* and we want you to do the game. Oh, and we need it next Thursday in time for the premiere."

Now you're not going to turn down all that lovely lucre, are you (come on, be honest?) But ask yourself — is you heart really in it? Are you going to wrack your brain for weeks, trying to find a way of keeping that tender sub-plot about Bambi's unspoken love for Thumper?

Of course you're not. You've not got the time, anyhow. You're going to concentrate on the effects-filled finale, where the cute little deer straps itself into the star-fighter and blasts the Mega-Dodos to extinction! And maybe, if you have a free second, you'll wonder why you're churning out such crud when you've got this idea for a really innovative new action-strategy game — only nobody will back it!

The all out action approach can work okay. Take *Star Wars*, the arcade machine, a million imitations, and finally the official license from Domark. All that tower shooting and trench flying is obviously well-suited to the computer.

But what do you really remember about *Star Wars*? Sure the effects are impressive, but they wouldn't be anything other than scale models and Special FX without Luke's rivalry with Solo for Princess Leia, and the comedy of R2-D2 and C3-PO. The game can only really scratch the surface.

Platoon, the movie, is about the hell that was Vietnam, not eliminating the enemy as if they were worthless sprites — which is, of course, all that they are on your micro. I can think of very few games that have been wholly true to the spirit of their originals.

Suspense

Back To The Future tried to be slightly innovative and failed dismally. *Aliens* fared rather better, though I'm not talking about the Activision releases. Instead I preferred the old Mind-games version, now available on Bug-Byte, a strategy game which was little more than a board game, but it cranked up the suspense.

The best tie-ins I've seen recently, don't have anything to do with the latest top-releases and won't even run on the Spectrum. They're both from the aptly named Cinemaware for the Amiga and ST and based on films from the 1940's. Where *The Three Stooges* and *Rocket Ranger* score, is in attention to detail and original gameplay, which is true to the spirit of those slapstick comedies and cliff-hanger serials. There's a lesson in there for Moneysoft and its ilk.

If software houses really want to develop successful movie tie-ins, they'll have to sit down and analyse how to recreate whatever the film made them feel in the first place. Otherwise they'll carry on churning out tacky souvenirs which you're bored with within the week. And when that happens you'll show them what you think in terms that they understand — you'll stop buying their titles and spend the money at the cinema instead!

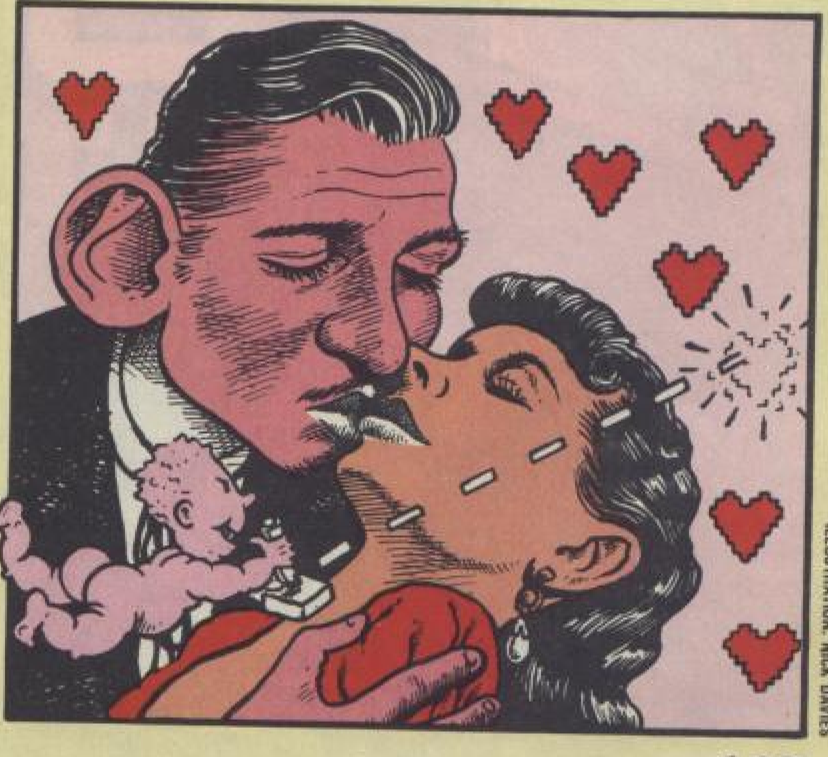


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